MORE REVIEWS THAN ANY OTHER MAGA

27 REVIEWS

SEGA PRO

NOT AN OFFICIAL SEGA PUBLICATION

DECEMBER 1993
£2.50
DM14.00
ISSUE 26



FREE!
Book and huge A1 poster INSIDE!

STUPIDLY GOOD!
Sensible Soccer pitches onto the Mega Drive

REVIEWED:
Sonic Spinball
John Madden '94
Robocop 3
Chuck Rock 2
WWF Royal Rumble
Zombies
Turtles
Landstalker
James Pond 3
Robocop Vs Terminator
Desert Strike MS
and *LOADS* more

ALADDIN: THE MAPS

BACK AGAIN
Terminator 2 arrives on the Master System

WIN!
Terminator 2 goodies and wild Sonic watches!

HIT OR MISS?
Will Marko make the grade?

Paragon Publishing Ltd
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MEGA-CD MEGA DRIVE MASTER SYSTEM GAME GEAR


SEGA
MEGA DRIVE
TRASH YOUR OLD FOOTY GAME CARTRIDGE
Composite screen shot
AND FIND OUT WHAT IT'S LIKE TO SCORE A
GGGOOOOOOOOO
You're sprinting down the wing, there's a man on your heels. You leave him for dead.
"The realism and tension are unmatched" – Sega Pro.
A defender slides in with commitment. You knock the ball on and hurdle him. Ha, sucker. The crowd go beserk as you power into the box.
"The graphics really capture the feel of grandstand football" – Megatech.
Your heart is threatening to leap from your mouth.
4 WAY PLAY
EA DIRECT
EA SPORTS, THE EA SPORTS LOGO, 4 WAY PLAY AND "IF IT'S IN THE GAME, IT'S IN THE GAME" ARE TRADEMARKS OF ELECTRONIC ARTS.
To buy your copy of this game, visit

FIFA

FIFA INTERNATIONAL SOCCER

16 MEG



"Astonishingly realistic sprite movement" – Sega MegaForce.

He says: "Tell us about the game."

You say: "Triffic, Brian. 16 Megs, 48 national teams, 960 players, 13 skill areas, 4 WAY PLAY, and it's the only one endorsed by FIFA.



"EA Sports Soccer is set to blow every other footy sim off the pitch "– Sega MegaForce.

He says: "An outstanding performance, an outstanding game, outstanding."

It's one one with seconds on the clock. You look up, it's clear, you shoot.

"The players are highly detailed and move just like the real thing" – Sega Power.

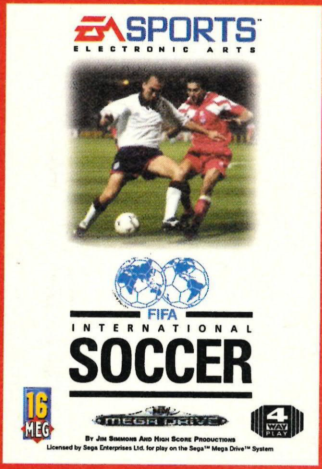
Crack. Aaagh. The ball ricochets off the bar. You run to meet it. You turn. It drops. Bam. You bicycle kick the ball into the top right corner. It scorches past the keeper and thwacks the back of the net. The final whistle blows. You run, somersault and salute your supporters. They worship you. A commentator rushes over with his mike. He looks sincere.





OAAAAAALL!







EA SPORTS™

ELECTRONIC ARTS

IF IT'S IN THE GAME. IT'S IN THE GAME.

your local retailer. In the case of any difficulty, contact EA Direct on: 0753-549442.

SEGA PRO

DECEMBER 1993

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18 ....PREVIEWS
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22 ..HEADING TO THE TOP
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27 ....PRO REVIEWS
Nobody can accuse us of skimping on the reviews – we've a huge 27 of them for your enjoyment this month, including *Sensi Soccer*, *Sonic Spinball* and *Madden '94*!

64 ....SUBSCRIBE!
Gasp! What a brilliant idea! You know how hard it is to get that perfect Christmas present? Well, not any longer! Just turn to page 64 and solve your problems.

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Game Gear owners are more than amply catered for this month with an enormous number of reviews for you.

73........WIN T2 GOODIES
When Arnie said he'd be back, he wasn't joking. This time he returns in skeletal form in a great prize from those games warriors over at Acclaim.

74 ....PROTIPS
We've bigger tips than the rest! Well, OK it's a bad joke, but that's where it ends because you won't find a better or bigger tips section ANYWHERE!

82.............PROTIPS HELP
This month, loads of screaming fans write into Jason to ask him loads of really embarrassing questions. Like 'what is the code for *Mortal Kombat*'. (Yawn.)

92 ....MAIL ORDER
This is our Mail Order department's chance to get in our act and put their names into print. Such vanity. Anyway, check out the latest offers!

94 ....PROFILE
If you've ever had that problem where you know you've wanted a certain game but you can't remember what it's called, fear now! Turn to here and all will become clear.

94 ....PRODATES
Nope, not the part of the mag where you get to swap telephone numbers with total strangers – instead, find out about the latest releases.

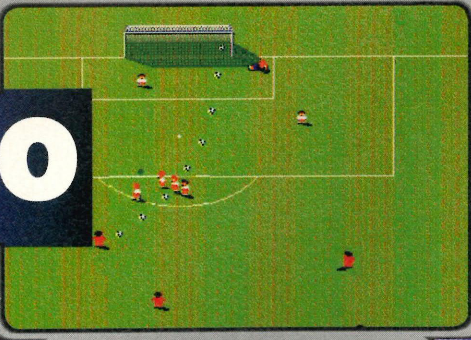
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Annoyed? Angry? Well, shut up and wait until Boxing Day like everyone else!

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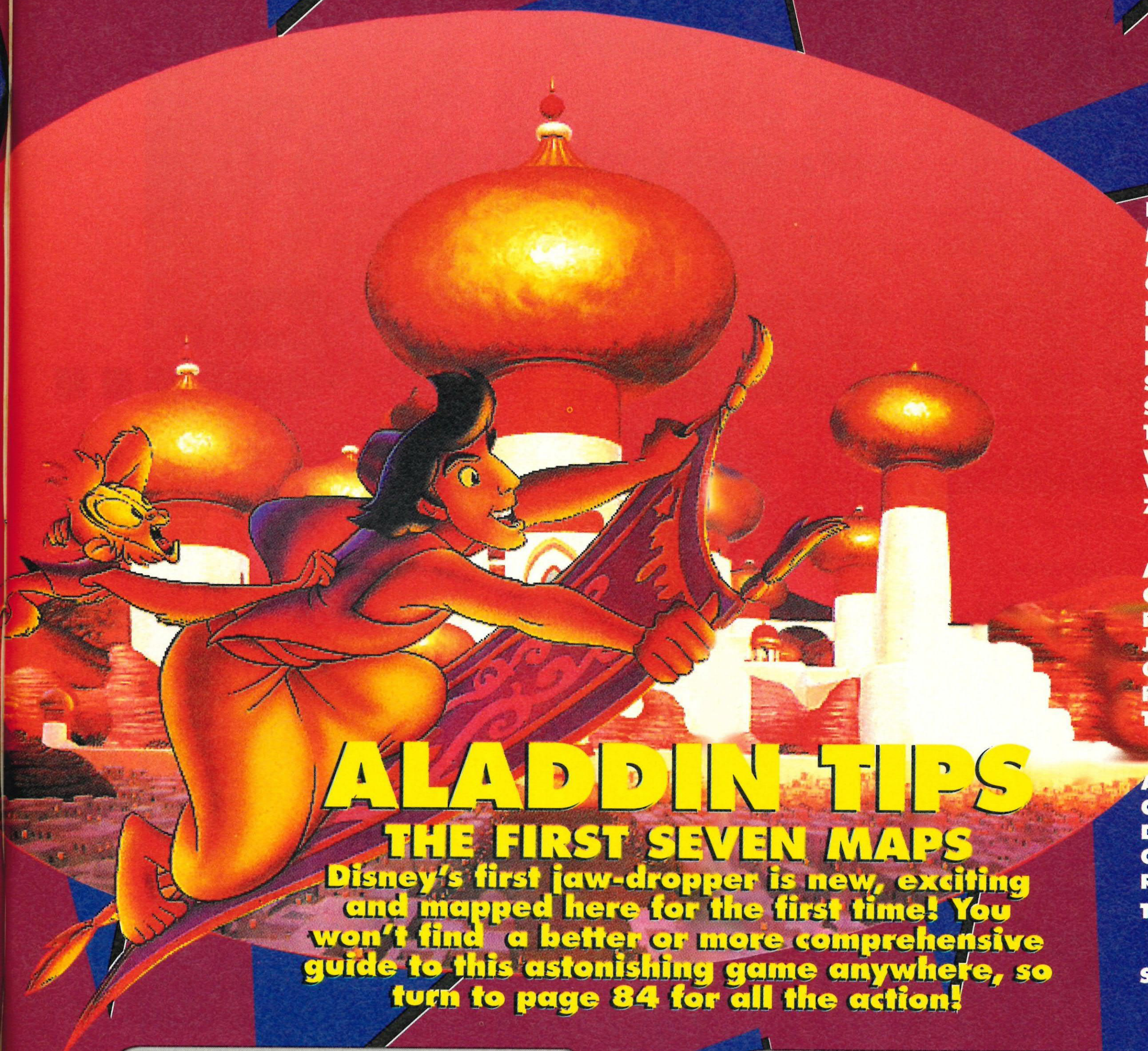
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ALADDIN TIPS

THE FIRST SEVEN MAPS

Disney's first jaw-dropper is new, exciting and mapped here for the first time! You won't find a better or more comprehensive guide to this astonishing game anywhere, so turn to page 84 for all the action!

MORE
REVIEWS
THAN ANY OTHER MAG!

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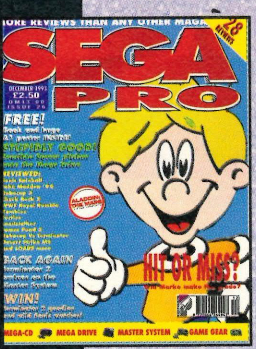

SEGA
LUCAS ARTS
“The whole game is of a very high quality and a step forward for the Master System. Action fans will absolutely love it!” (Master System)
SEGA PRO - 89%
You may be nifty with a spacecraft... you may be handy with a laser sword...but without the FORCE you're space dust. The blockbusting movie comes hurtling towards your screen in a game that's stormin'. With Obi-Wan Kenobi and Han Solo by your side, set off on a perilous mission: to rescue Princess Leia from the Lord of the Darkside himself - Darth Vader! Your firepower's primed to take out a flight of TIE fighters as you search out your final destiny - and send your best shot screaming into the nerve centre of the FEARSOME Death Star. So take a deep breath, steel yourself - and "May the Force be with you..."
U.S. GOLD
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GREENFINGERS?

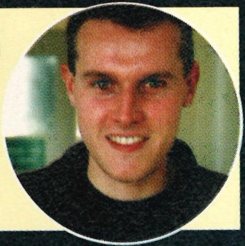
It's been all change at SegaPro this month! Our hallowed previous Editor, Pat Kelly has moved on to bigger and better things (that's what he tells us anyway) so please say hello to the new Editor – er, me! I'm joining at a good time for the magazine as we've just found out that we're now officially the fastest-growing Sega title around! Firstly, I'd like to thank all our readers for making us so popular, and secondly to welcome you to the latest issue. We've got a storming set of reviews for you this month, including the awesome *Sensible Soccer*, the giant *James Pond 3* and the outrageous *Zombies*! So settle back in front of the fire, switch on your machine and prepare to read the best Sega mag around.

Finally, I'd like to bid farewell to SegaPro's Sam Hickman. She's been a stalwart member of the team for over a year now, but the temptations of a certain rival console have proved too much, so good luck on our sister mag SuperPro!

Nick

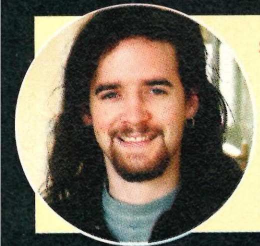


PRO



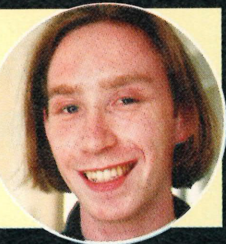
NICK MERRITT

"I've just moved down to Bournemouth from sunny Manchester so I was all prepared to swap my fashionable Mancunian clothes for Bermuda shorts, sunglasses and a zimmer frame. Unfortunately, when I got here it was the middle of October so I had to make do with fashionable Mancunian items like scarves, gloves and an umbrella instead. Still, only eight months 'till next summer. Ah well."



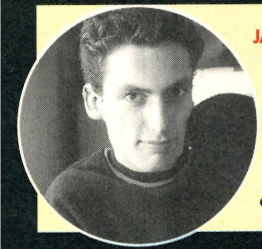
SIMON CHRISTOPHER

Having spent my college days in the Olde Towne of Bournemouth, it was like a trip down memory lane when I arrived back to start work here at Sega Pro, the old place hadn't changed much except the arrival of Paragon and of course the Sega Centre, and know i'm almost fully ensconced in the sleepy atmosphere, but of course being a rambling man who knows were life's rich tapestry of adventure will lead me next



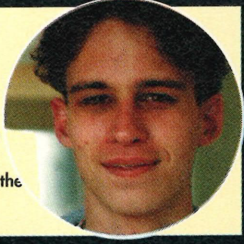
PETE WILTON

As a newcomer to SegaPro I've spent most of my time wandering round trying to find out what a Production Editor is. Does it include 1)slave-driving staff writers 2) drinking coffee with designers 3) being beaten over the head by editors 4) or cross-examined by publishers. The answer is of course a little of all of the above. It's not all fun in sunny Bournemouth though, we also have things called 'deadlines' to meet (one of these days I'll have to find out what they are). What? 116 pages by tonight?...



JASON JOHNSON

After living in a rundown area within Reading's concrete jungle, we thought the best idea was to move to sunnier climates. Having spent three sun-drenched days in Bournemouth, the south coast was a great possibilitie. Throwing our possessions into a suitcase and driving down in our trendy red Mustang, we arrived in Highcliffe and found a little bungalow in the Womblish Wellington Drive. Since that fateful day 10 years ago life has been a beach and we haven't looked back once!



MARK HILL

One of my greatest days out was at Wembley in May when Swindon Town beat Leicester City 4-3 to win the play-off final and go up to the premier league. The atmosphere was something to savour with over 70,000 true fans from both clubs turning up. Not only was this the most important game in the Town's history, this seven goal thriller was one of Wembley's classics. I've supported Swindon since their division four days, so seeing them make the top flight was something very special – a memory I'll never forget.



COLIN NIGHTINGALE

I ended up coming to Bournemouth quite randomly, I wanted to go to art college and decided to co-incide my studies with a college that was suited somewhere near the seaside. As soon as I arrived I met a welsh bloke called Barry, and some other folk on my course and we went straight down to the beach and dared each other to plummet into the freezing ocean. Three years have now passed and the sea, despite its sewage like qualities has continued to impress me enough to stay.



CASING THE MEGA CD

If there's one great thing about working in magazines, it's the unbelievable amount of freebies, handouts and, well frankly, bribes we get sent. This month, a Mega CD disk case arrived courtesy of Creative Products International and the ever-present Sega. This fine item comes in a glorious marble effect dustcover with velcro fasteners and will let you hold six CDs within its plastic embrace. We're also told that "Discase offers approximately 65% reduction in storage space... and builds into a collectable CD library." You can also store your CD manuals in the thing which is reassuring.

We had a go of the thing and it seems to do the job well enough, so keep an eye out for this in your local videogames emporium.

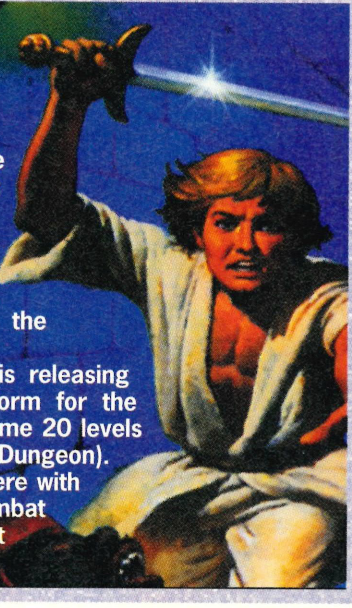


NEWS

Domark return to the Mega Drive and Game Gear scenes with *Marko's Magic Football*, for release next year. It's a cross between a football and a platform game where you play the part of the aforementioned Marko who has to battle through ten levels, littered with puzzles and hidden rooms, with only your football and some excellent cartoon graphics between you and certain doom. We won't say much more about this now, except to say that we'll be covering this just as soon as we hear more about it!



PERSIAN MUG

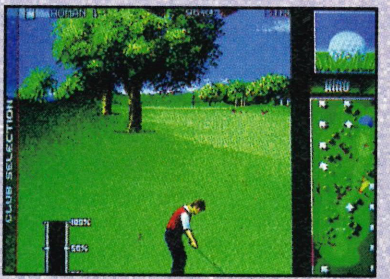


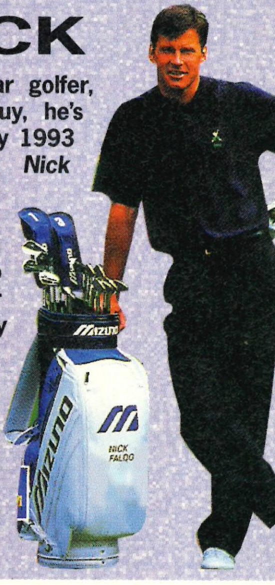
Okay, so *Prince of Persia* might be one of the most talked-about videogames ever due to its ground-breaking animation and so on, but what sort of person would want to defy death for the charms of a maiden in distress? Gawd, this is the 1990s after all!

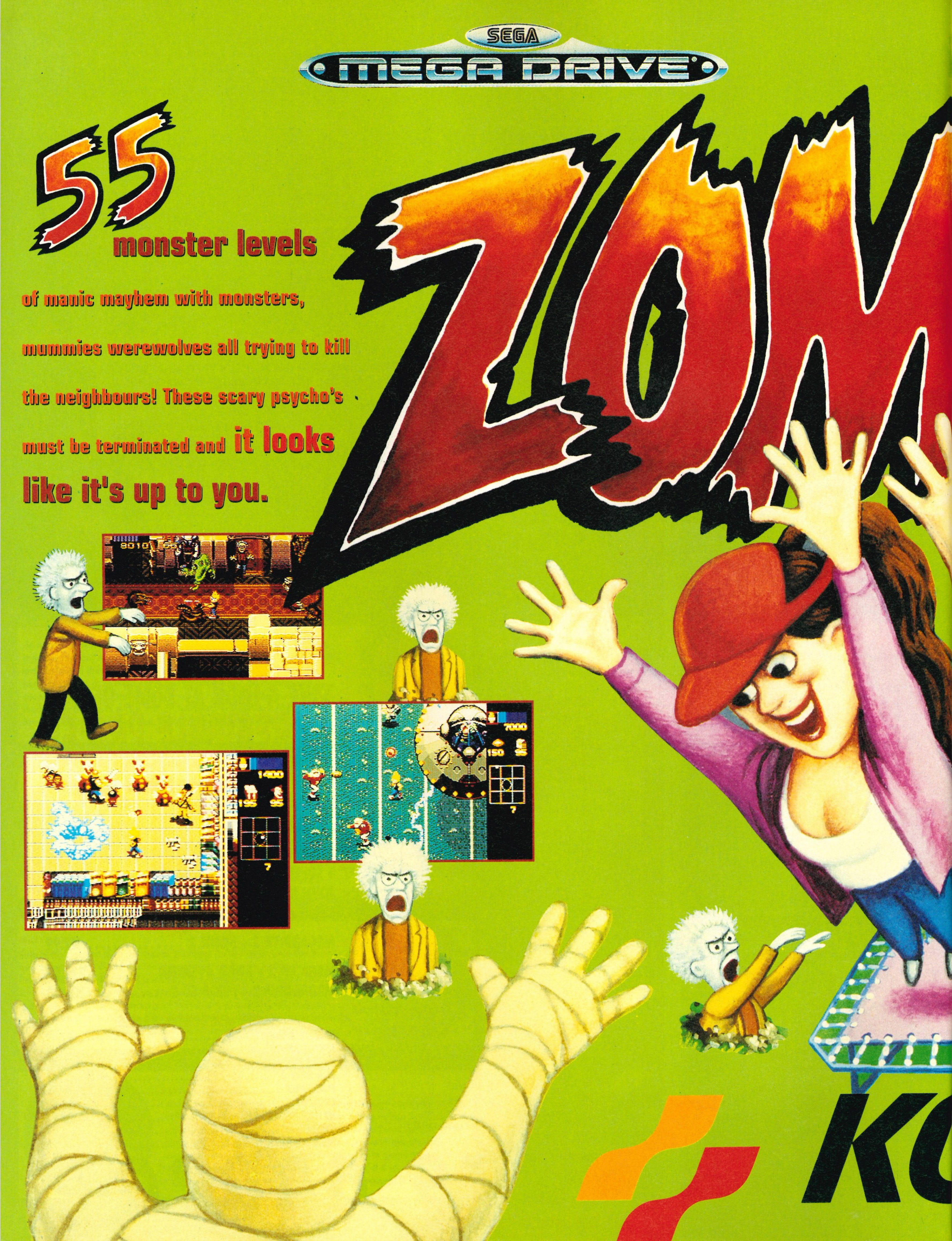
Anyway, chivalry aside, Domark is releasing this classic on 8 Mbit cartridge form for the Mega Drive and it should contain some 20 levels (including the Garden, Palace and Dungeon). All the famous animations will be there with the usual puzzle-solving and combat affairs creeping around too. Expect this to appear in March next year!

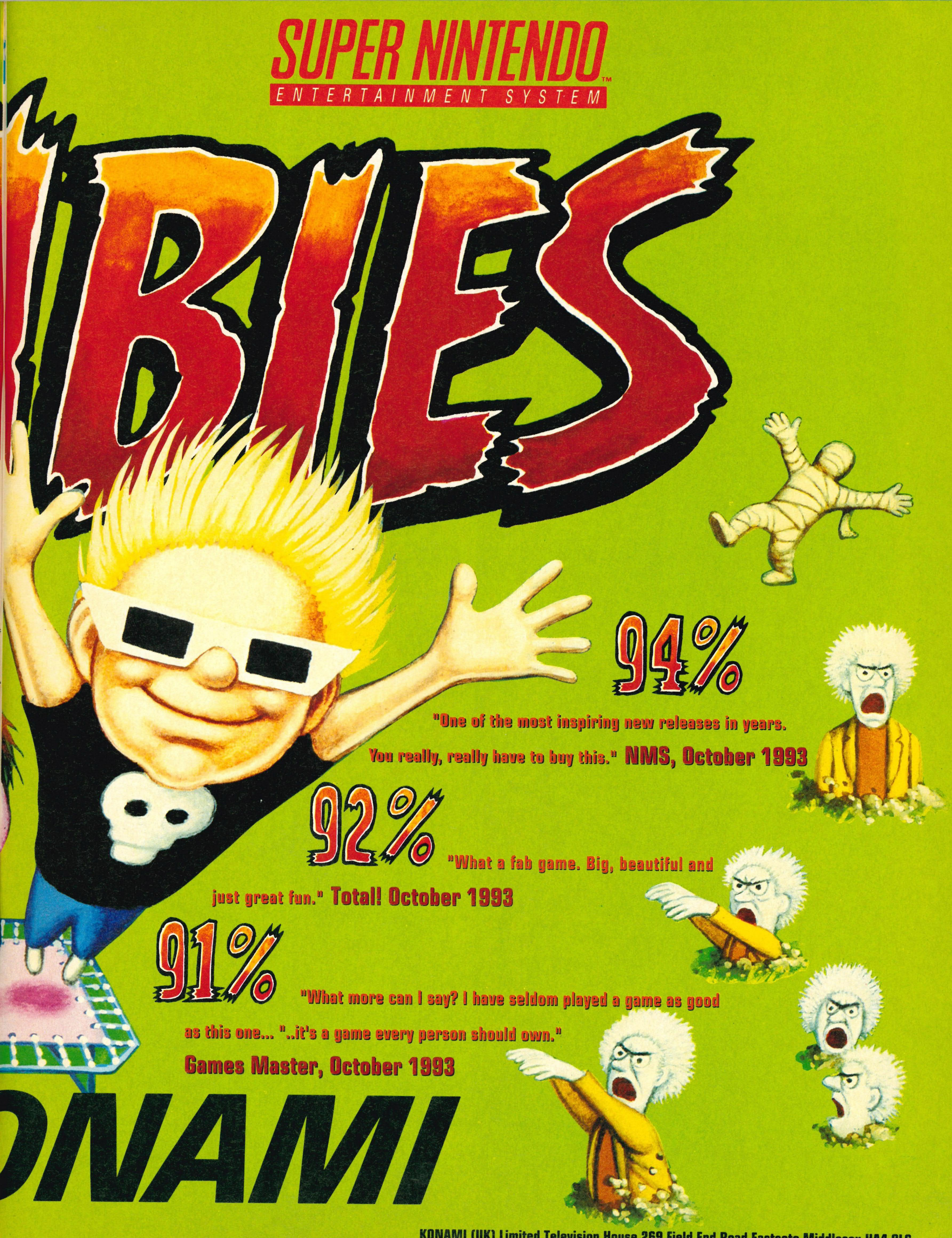
TAKING THE NICK

Everyone knows old Nick – Nick Faldo that is. Star golfer, Harrison Ford lookalike and all-round interesting guy, he's recently branched out into videogames, with the early 1993 Amiga game *Nick Faldo's Golf*. It was the best on that format and now it's set to come to your Mega Drive early next March courtesy of Grandslam and Gametek. The Amiga version was acclaimed for its realism, playability and depth so *PGA Tour Golf 2* could finally be in for a bit of a battle. Watch this space...






SEGA
MEGA DRIVE
55
monster levels
of manic mayhem with monsters, mummies werewolves all trying to kill the neighbours! These scary psycho's must be terminated and it looks like it's up to you.
ZOM


SUPER NINTENDO
ENTERTAINMENT SYSTEM
BIES
94%
"One of the most inspiring new releases in years.
You really, really have to buy this." NMS, October 1993
92%
"What a fab game. Big, beautiful and
just great fun." Total! October 1993
91%
"What more can I say? I have seldom played a game as good
as this one... "..it's a game every person should own."
Games Master, October 1993
ONAMI
KONAMI (UK) Limited Television House 269 Field End Road



LEVELLING OFF?

Well, that's not something that the videogames business seems to be capable of doing, and to prove it HMV have launched the world's biggest games store in London, as we've mentioned in previous issues. The difference this time is that (a) it's open and (b) they sent us a nice piccy of the place for a change.

At the event was Chris Evans from the Big Breakfast to lend a touch of style... or whatever it's called these days. Here, you can see him sucking the eyeballs out of a small dog that happened to be passing that morning. Anyway, the store itself is based in Oxford Street, it's called Level One, it stocks 5000 titles (that's six years of constant playing folks) is massively high-tech and contains a huge 25 screen video wall. Let's just hope they remember to unlock the doors in the morning.





IT'S SONIC TIME

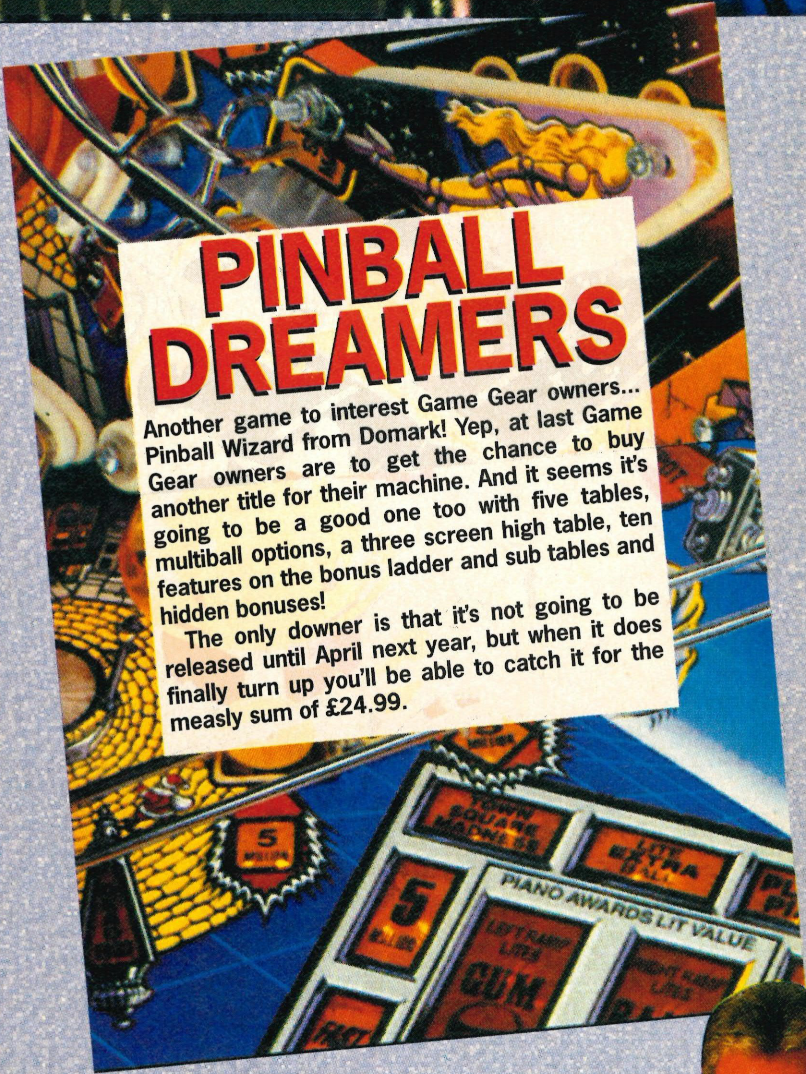
The Sonic merchandising experience is forever marching on... this month a fine bunch of Sonic watches landed on our desk with a worrying thud. Luckily the postie didn't trash them so after we prized open the package we decided to give them away!

These excellent timepieces are courtesy of Inter-City Watches in Birmingham and feature usual watch stuff like telling the time, hands that move at one minute every minute and so on, so none of that tacky digital stuff here thankyou very much! Even better, each watch comes with Sonic emblazoned on the face, a fine blue strap and the Sega logo plastered everywhere.

Anyway, we have five of these superb items to give away, so if you think your wrist needs a bit of attitude, put pen to the coupon below and answer this astonishingly easy question:

Q) The word 'sonic' also means:
a) Sound
b) Wood
c) Fire

Your answer is:..
Name:..
Address:..
....
Postcode:..
Tel number:..



PINBALL DREAMERS

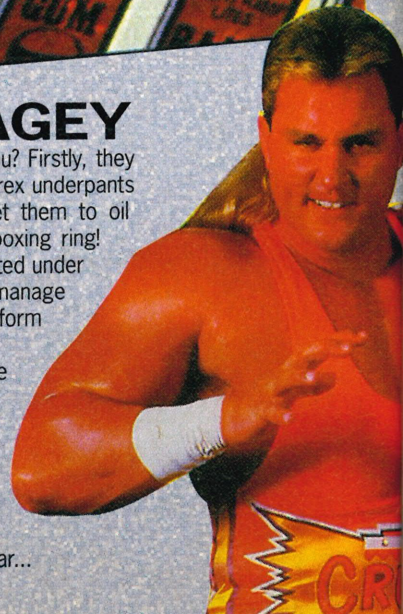
Another game to interest Game Gear owners... Pinball Wizard from Domark! Yep, at last Game Gear owners are to get the chance to buy another title for their machine. And it seems it's going to be a good one too with five tables, multiball options, a three screen high table, ten features on the bonus ladder and sub tables and hidden bonuses!

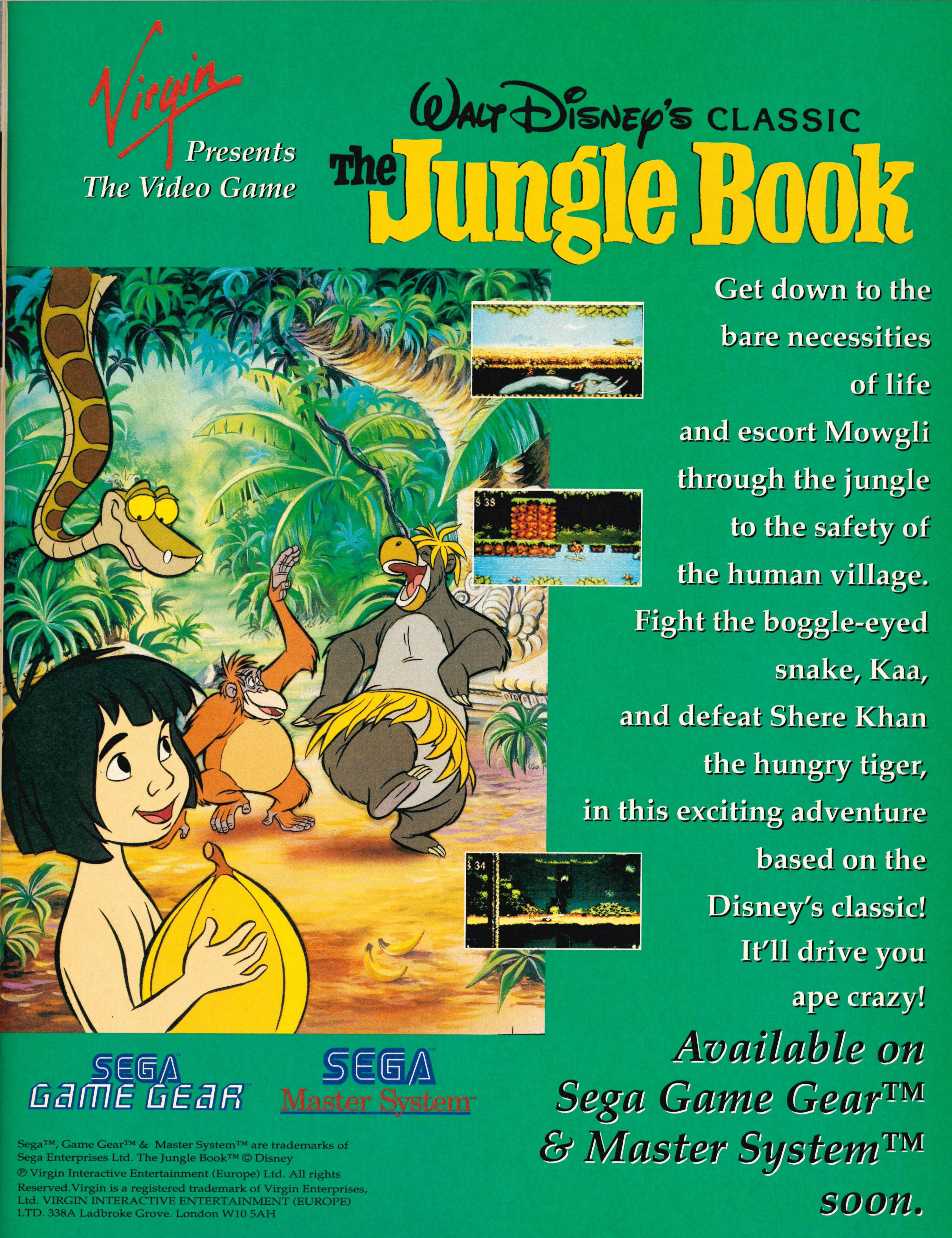
The only downer is that it's not going to be released until April next year, but when it does finally turn up you'll be able to catch it for the measly sum of £24.99.

PLAYING IT CAGEY

You've got to hand it to the WWF haven't you? Firstly, they convince grown men to dress up in purple lurex underpants and shocking pink frightwigs, then they get them to oil themselves up and grope each other in a boxing ring! Not only do the wrestlers avoid getting arrested under a battery of sexual deviancy laws but they manage to get people to pay to watch them perform these acts!

Well, we admire rampant narcissism here on SegaPro so a round of hysterical applause please to Acclaim's latest WWF license, *Rage in the Cage* for the Mega CD. Expect twenty wrestlers to grapple with plus digitised sprites and loads of special moves. We've heard it's going to be good so watch out for the riot sometime early next year...





Virgin
Presents
The Video Game
Walt Disney's CLASSIC
The Jungle Book
Get down to the bare necessities of life and escort Mowgli through the jungle to the safety of the human village. Fight the boggle-eyed snake, Kaa, and defeat Shere Khan the hungry tiger, in this exciting adventure based on the Disney's classic! It'll drive you ape crazy!
Available on Sega Game Gear™ & Master System™ soon.
SEGA GAME GEAR
SEGA Master System
Sega™, Game Gear™ & Master System™ are trademarks of Sega Enterprises Ltd. The Jungle Book™ © Disney
℗ Virgin Interactive Entertainment (Europe) Ltd. All rights Reserved.Virgin is a registered trademark of Virgin Enterprises, Ltd. VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LTD. 338A Ladbroke Grove. London W10 5AH

SOCCING IT TO 'EM

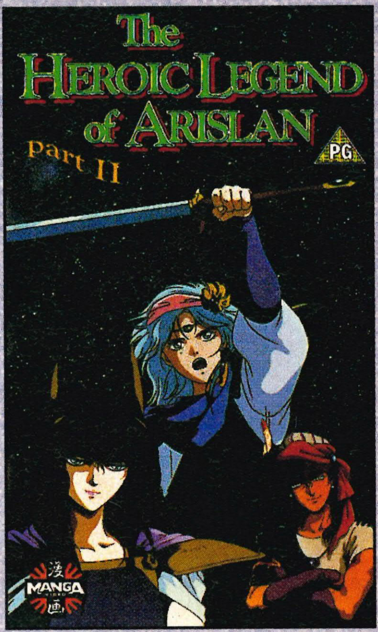
Only a short news piece this one... We all know how popular soccer games are these days, with *Sensi*, *Super Kick Off* and so on clogging or about to clog up the charts. Well Acclaim are about to jump on the bandwagon with 'a new soccer game'. They're being incredibly tight-lipped about the whole thing, but they would tell us that it would be 'brilliant' with much hinting that it would be the greatest thing since chicken tikka was invented. Also expect this soccer game to be endorsed by a 'very famous male soccer star' but again, Acclaim wouldn't say who. Well, thanks for that detailed info Acclaim!

MORE MANGA MADNESS

It's great working here – kind people relentlessly send you loads of videos! Well not being guys to ignore such kindness, we're happy to mention The Heroic Legend of Arislan part II, yet another release from the Manga stable.

This time, the Japanese have chilled out from their demon and armageddon obsession and have created something a bit more lyrical (and PG rated). It's the sequel to The Heroic Legend of Arislan and this time the battle centres around Arislan's struggles to win his throne back from the Lusitanians. This involves much trekking over uncompromising landscapes and planning counter-attacks in the finest epic traditions. Or something.

Anyway, if this sounds like your kind of thing, you can pick it up for £10.99 at a Manga stockist near you!



SIM CITY!

We've covered the new Sega AS-1 Flight Sim in previous issues of SegaPro, but at last we can reveal it's finally hit the streets outside Japan – and in our sunny home town of Bournemouth!

Well with a stroke of luck like that, we nipped off to its new home in the Sega World arcade and gave it a spin. It's the most sophisticated flight sim in the world for the general public, holds eight people and is one heck of a mean ride. You get a five minute ride but you'll need deep pockets – it's an enormous £2.50 a go! Still, it's worth a spin and for those of you unlucky enough not to live in our home town, it'll shortly be arriving in Sega Centres near you! Watch out for it.

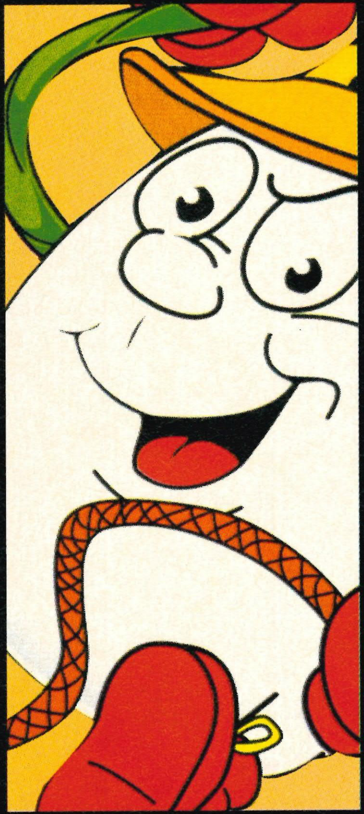


whispers...

●Formula One car thief (well, at least as far as Nigel Mansell is concerned) Alain Prost recently spent some time in our home town Bournemouth wandering the Sega World centre, test driving Virtua Racing and 'meeting the press'. Well, we were there too and frankly we weren't impressed. It was impossible to get anywhere near the Great Man and he looked like he'd rather have been somewhere else. But strangest of all was the way Sega publicised the AS-1 flight sim by locking Alain and a few Prost flunkies in it for what seemed like ten minutes leaving the rest of us to snap exciting piccies of this grey metal box writhing all over the place. Anyway, how could a guy who makes his living driving at over 200mph be interested in video games anyway? Sega's PR dept should be shot.

●Revell and Monogram are releasing a game called Power Modeller: European Racers where the idea involves you to build your own car on-screen then running it through the streets avoiding police and so on. Car choices include Bugattis and Lambourghinis!

●Computer theft is a big problem, so the Etching Transfer Company have developed an anti-theft method based around the one used to put registration numbers on car windows. In this case, the mark goes onto the VDU. However, we can't see how it'd possibly be useful for console people, so we still await a device with interest. Any good or really dumb ideas will win a game, so get writing. (Address suggestions to 'Pro Theft' at the usual address).



●The 'Saturn' 32 bit machine will be released next Autumn – with Hitachi releasing a new family of machines shortly thereafter, based on 'Saturn' technology.

●The latest from Codemasters... watch out for Bignose the Caveman in January on the Master System and Game Gear. At around about the same time, expect Dino Riders and World Cup Soccer (in February). Last (but undoubtedly not finally) Dizzy is making a return to the Sega scene with the Excellent Dizzy collection of five Dizzy games, for the Mega Drive, Master System and Game Gear. Keep an eye out for them.

• Some news on the Sega VR headset – it'll be out this Summer according to sources at Sega.

• Virgin have just told us that their flagship character Cool Spot will be making his Mega CD debut soon.

• And finally Dragon's Lair, the first laserdisc-based arcade game ever, is to hit the Mega CD at last. Now that promises to be interesting!

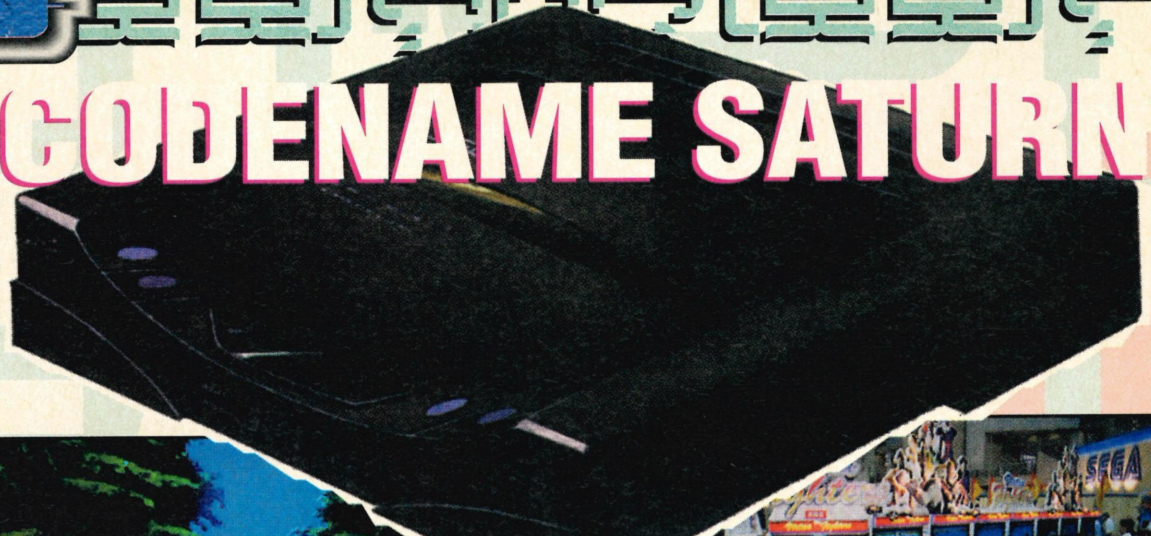
• Sega are to promote the Mega Drive this Christmas with Streetfighter II: Champion Edition and Sonic bundled with the machine (along with a few other games). Sega are hoping this will do for the Mega Drive what Street Fighter II did for the SNES.



COSMIC SPACEHEAD™
"A groovy experience in arcade adventuring"
Mega Machines magazine
Electric Shocks
City Streets
Teleport Key
Factory Reception
Planet Detroitica
Night Lights
"Brilliantly original, challenging and great fun - don't miss it!"
Sega Pro magazine
"The interaction is great and the puzzles are really sharp"
Mega Power magazine
How would you prove Earth's Existence?
It's outer-space in yer face! Here's Cosmic - the first alien tourist - in a mad dash through the universe! Join him through 32 action areas and solve the wildest puzzles in the arcade adventure areas. Interact with the oddest bunch of characters in over 300 screens of bizarre and freaky locations! Experience high-speed excitement of racing astro-cars, robot attacks and asteroid fields. It's cosmically out of this world!
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NEWS FROM JAPAN

CODENAME SATURN









PRO DATES

MEGA DRIVE

DECEMBER

THE EVIL SKY	KODANSHA	8Mbit+BB
DRAGON'S REVENGE	TENGEN	8Mbit
OSSUM POSSUM	TENGEN	16Mbit
METAL FANG	VICTOR	4Mbit
POPPEN LANDSHUL DE WAVE		?Mbit
AUGUSTA	SEGA	12Mbit
PHANTASY STAR 5	SEGA	24Mbit

JANUARY

POPPLE MAIL	SEGA	?Mbit
AIR MANAGEMENT II	KOEI	16Mbit
TIME DOMINATOR	BIC TOKAI	8Mbit

GAME GEAR

DECEMBER

MAJAN – GOOD HAND II	SEGA	4Mbit
D.DUCK'S FOUR TREASURES	SEGA	4Mbit
NAZO PUYO 2	SEGA	4Mbit

JANUARY

BATTLETOADS	SEGA	2Mbit
HISUI MARU	SEGA	4Mbit

FEBRUARY

ALADDIN	SEGA	4Mbit
TREASURE LAND	SEGA	4Mbit

MARCH

SONIC DRIFT	SEGA	4Mbit
LAST BIBLE	SEGA	4Mbit

Last Autumn Hitachi introduced the SH7032 32-Bit single chip computer. Despite being relatively small it contains a DSP chip and has a high-level function for screen refreshing; the up-dating of information on screen. Hitachi approached Sega with this 32-Bit technology, asking if they were interested in using their 32-Bit RISC chip as the basis for a 32-Bit games machine.

The landmark date was Tuesday 21 September 1993. A Japanese economics newspaper, Nihon Keizai Shinbun, printed details of the merger between Sega and Hitachi, revealing Sega's plan to develop a 32-Bit console using the Hitachi chip.

Sega plan world-wide release of the new machine next Autumn, but early 1995 is a more realistic date. Hitachi isn't planning to enter the same field as Sega, but they do have an interest in using the new chip as a basis for multimedia education-based machines. These are likely to be advanced versions of the Philips CDI and LaserActive, but won't be available for another two or three years.

The development of Sega's 32-Bit games machine is full of uncertainties and secrets. The picture we have of the machine is an artist's impression and as yet it has no name. The future of home games playing may rest with this machine and if third-party development takes a hold (as it has with the 3DO) Sega's future will be secured. The current climate within the industry is one of uncertainty and expectations of the next generation machine are a mixture of hope and anxiety.

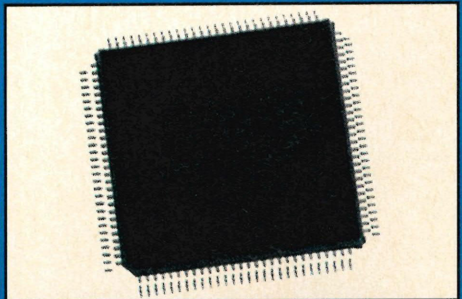
It is expected CD-ROM and cartridge software currently available for the Mega-CD and Mega Drive will be compatible. This has not been confirmed and indeed first impressions of the machine's technical information suggest that it will not. As with all new machines on the market Sega will only succeed if they have the software to back it up: compatibility may prove a major concern.

Until machines like these are readily available we can only dream of playing polygon driven games like those in the arcades at home. *Virtua Fighters* is one such game that is currently being converted for the 32-Bit console and this is promising news. Check-out the guide to Namco's latest games to see what else you could soon be playing at home.

Specifications shown are of the prototype model and may well change by the time it comes onto the market. With so much resting in the balance it will be interesting to see how well the 3DO, 64-Bit Jaguar and CD-32 do during the early months of next year.

TECH SPEC

CPU – 32-Bit RISC
Numerous DSP chips in the main body
Re-writeable CD-ROM
16770000 colours simultaneously on-screen
CG transactions (texture mapping, etc.)
PCM 32 channel digital sound
Wide Vision Mode (16:9)
MPEG option



Jap CHARTS

MEGA DRIVE

1	3	ECCO CD
2	1	PUYO PUYO
3	8	J. LEAGUE STRIKER
4	NE	SONIC 2
5	NE	JURASSIC PARK
6	NE	LEGEND OF THE WOLF
7	NE	BARE KNUCKLE 2
8	NE	EX-RANZA
9	6	SUPER SHINOBI
10	NE	LEGEND OF THE KNIGHT

GAME GEAR

1	3	DORAMEAN
2	NE	ULTIMATE SOCCER
3	1	PUYP PUYO
4	5	COLUMNS 2
5	2	SONIC 2

FUTURE ARCADIA



One of the biggest names in arcade machines is Namco. Based in Japan, they have recently located a smaller Namco Europe Ltd. in London. To see what really makes arcade fiends tick and what to expect to see in the coming months, here's a look at three of their latest coin-ops. Already previewed at trade shows in Japan alongside the likes of *Virtua Fighting*, these machines use the latest technology from the world's most experienced arcade entertainers.

One of the most exciting coin-ops shown was *Ridge Racer*. Having perfected their own polygonizer and texture mapping technologies, Namco have developed a machine to compete against the likes of Sega's *Virtua Racing*. Road racing through city limits and across baron countryside, *Ridge Racer* is the future of racing sims. Check out the screenshots for a taster of what to expect over the coming months.

Hailed as the most authentic arcade flight simulator available, *Air Combat* uses 3-D polygon imaging and realistic sound FX. Three difficulty levels and awards to those who qualify adds further incentives with a special bonus stage awaiting anyone who dares finish the hardest mode.

Cyber Sled uses textured 3-D polygons and state of the art graphics to immerse players in a strategic tank battle game. Featuring six different Cyber Sleds, tank-like controls and two styles of gameplay, *Cyber Sled* is instantly recognised as an advanced version of the Mac classic *Spectre Supreme*. Compete against the computer or a human opponent over 12 battlefields – but watch out for the vision-impairing mist!



NIP BITS

- *Gunstar Heroes* will be released as what is hoped to be a blistering Mega-CD game early next year. Sega's 8Mbit cartridge version was released this September and received predominantly rave reviews. Described as a challenging shoot-'em-up full of surprises, *Gunstar Heroes* could be the definitive blaster for the CD-ROM machine. Let's hope it's more than just a flashy conversion with an impressive intro and little else.
- *Time Dominator* is to be released by Vic Tokai early next year. By the time the game hits the shelves this will be their fifth release. Already featured in last month's Japan news, this is a terrific Sonic clone that hopes to be even more popular than the blue spiky hedgehog. We will have to wait and see.
- It's official; *Puyo Puyo*, a hugely popular puzzle game which has been in the Japanese charts for months on end, is to be released in the States. If you have been unable to find a copy of the import version this will be well worth seeking out. Call the Video Games Centre © (0202) 527314 to reserve your copy.
- Do you remember the bubble gum vendors often situated at the side of your local newsagent. Well, in Japan these machines are still common-place and the latest gimmicks to tempt game's freaks are miniature *Street Fighter II Turbo Edition* characters. World Heroes and Fatal Fury collectables can be purchased through these machines should you be anti-Street Fighter,but I always found you were never given the one you wanted and it often cost a week's pocket money.
- The follow up to a popular flight management game, *Aerobiz*, is to be released at the end of January. Your aim is to maintain and improve the everyday running of a busy airport. Disaster is often just around the corner, so avoiding fatal mistakes and getting totally stressed out is all part of the fun. Unfortunately, your efforts aren't rewarded with an air traffic controller's wage-packet.
- Yet another gimmick available in Japan is the Casio watch that acts as a remote control. It's claimed that these cheap looking time pieces will change the channels, etc. of up to ten top-brand video recorders and televisions. Nothing but havoc could break out in Dixons with their satellite demo's, if you catch my drift DTL viewers!
- It's a fact: the Japanese video game's market has witnessed one of its worst years on record. The reason for this is unknown but the weather has played a significant part in the poor cartridge and CD-ROM game sales. Japan's economy has been full of peaks and troughs (up and down) with the Yen's unstableness adding to the drop in hardware and software sales.

PREVIEWS

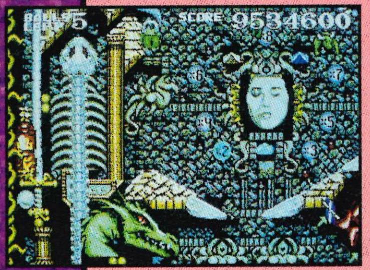
GAMES COMING TO SEGA SYSTEMS

As the dark fog of Christmas approaches most of the upcoming games action is being concentrated into just the next couple of months. Well, we're not going to abandon next year that easily, so find out here what's going to be warming up our cartridge slots soon...

DRAGON'S REVENGE

TENGEN●OUT JANUARY●PRICE TBA●8 Mbit

Mega Drive pinball fans have been having a pretty thin time of late, although there's now Sonic Spinball available from Sega and the upcoming Virtual Pinball from EA.



However, things are about to get better with the sequel to the huge Dragon's Fury, Dragon's Revenge, which is up for release on January 15th from Tengen.

From what we've seen, the gameplay is pretty similar to that of the original and has been stuffed with bonus levels. But the programmers haven't just left it at that because Tengen are boasting about the special scaling of the ball in the harder bonus levels to give the impression of realistic perspective.

The game features three main playing fields and contains an extra eight hidden levels. Look out for a closer squint at Dragon's Revenge in the next issue.

WINTER OLYMPICS

US GOLD●OUT DECEMBER●PRICE TBA●8 Mbit

Winter is a particularly grim time of the year, especially if you didn't get a summer holiday. With ice, cold, long winter nights and only Noel Edmonds to look forward to (irony) it's enough to make some of us charter a plane and fly off to the Bahamas. Well, the rich ones anyway.

Olympics features the top speedskater Wilf O'Reilly who coincidentally happens to be sponsored by US Gold. Luckily the game also features his sport, as well as the Downhill, Giant Slalom, Super G, Slalom, Moguls, Biathalon, Ski Jump, the Bobsleigh and finally the dreaded Luge.

Be prepared to waggle your joystick furiously in a battle against the computer, or in some games, another human player. We'll be there (not at the Olympics, the game launch) so watch this space.

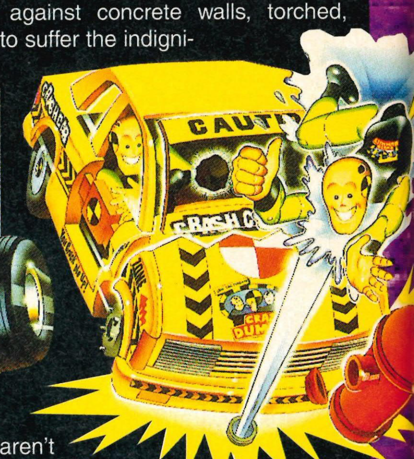


CRASH DUMMIES

ACCLAIM●OUT JANUARY●PRICE £39.99●8Mbit

Being a crash dummy isn't an easy business. Not only do they have to put up with being viciously hammered against concrete walls, torched, squashed and run over, but they have to suffer the indignity of being made a joke out of in the Vauxhall Astra ads too.





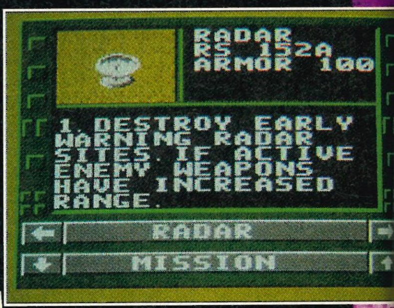
Well, Acclaim's crash dummies aren't going to put up with it any longer so to redress the balance they're starring in the Mega Drive version of the well-known game, out for release in January.

You play as the heroic dummy Spin, out to rescue his creator Dr Zub from fearsome kidnapper Junkman. The game features a mix of styles, which will involve you skiing, driving a car, leaping off buildings and working in a bomb factory. But beware! There are nasties after you, from robotic rottweilers to evil crash dummies.It's a scrolling obstacle course and a multi-directional platformer, so if this sounds like your kind of thing, you know what to do...

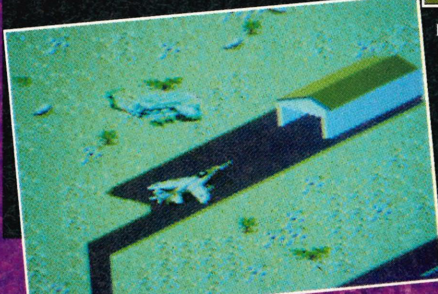
DESERT STRIKE

DOMARK●OUT NOW●PRICE £27.99●4 Mbit

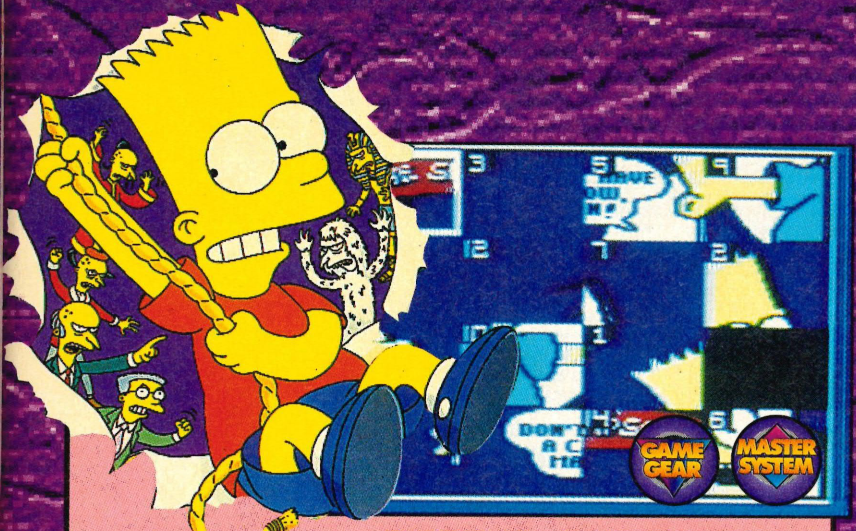
If you've read the Desert Strike Master System review elsewhere in this mag, you may also be interested to know that there's a Game Gear version of this excellent game due out shortly.



It comes on a nice, large 4Mbit cart and features exactly the same isometric playing view, mission objectives and general blood 'n' guts. Manoeuvre your chopper around, avoiding ground-launched weapons fire and take out the evil Kilbaba, a man with more than a passing resemblance to certain other dictators we could mention.



Fly your chopper into your local videogames store and grab a copy for yourself soon.



BART Vs THE WORLD

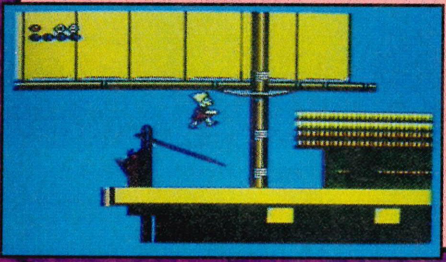
ACCLAIM●OUT NOW●PRICE £39.99●8 Mbit

There seems to be no escape from the Simpsons these days. No matter where it is you look, Matt Groenig's yellow creation is storming the airwaves and video screens.

This time Homer's boss at the nuclear plant has discovered that Homer is almost entirely responsible for the plant's enormous financial losses, so intent on a bit of revenge, he rigs a Krusty the Clown contest with the top prize being a trip around the world for the unlucky winners – guess who!

So Bart and co. pack their bags – without knowing that Homer's boss has placed a member of his family at strategic locations on their trip. Bart however is determined to complete the trip because the prize is a guest appearance on his favourite Itchy and Scratchy show.

So the game places you in control of Bart as he wanders through China, Egypt, Hollywood and the North Pole collecting Krusty souvenirs. Can you avoid Homer's boss and the inevitable diplomatic incidents? Only you have the power...



Bart Vs. the World is available now from Acclaim.

NFL QUARTERBACK CLUB

ACCLAIM●OUT JANUARY●PRICE TBA●16 Mbit

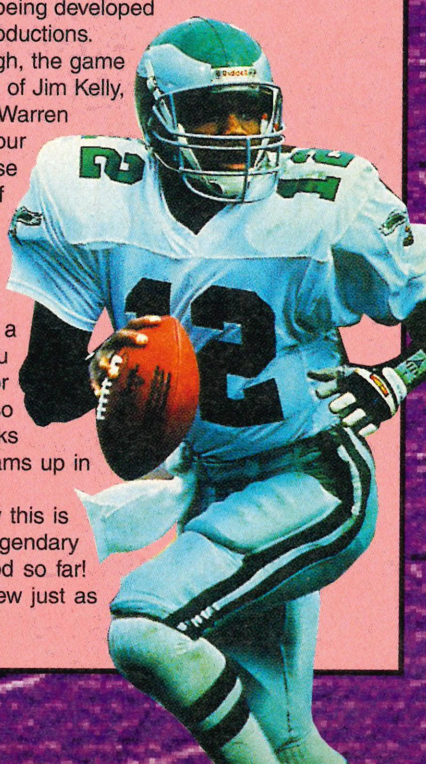
QUARTERBACK CLUB

After Madden comes another potentially big American Football game, NFL Quarterback Club from Acclaim. And the fact that Madden and NFL are both American Football titles isn't the only similarity because as with Madden, NFL is being developed by Park Place Productions.

This time though, the game contains the likes of Jim Kelly, John Elway and Warren Moon as your guide. Choose from any one of the 28 NFL teams and take your team through individual matches or against rivals from the Quarterback Club.

The action takes place from a 'quarterback-view' angle and you can choose weather conditions or even local climates! There's also the option to transfer quarterbacks between teams and train your teams up in the Quarterback Challenge.

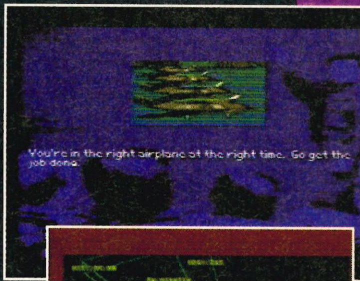
We'll have to wait and see how this is going to match up against the legendary John Madden but it's looking good so far! We'll be bringing you the full review just as soon as we get the game in.



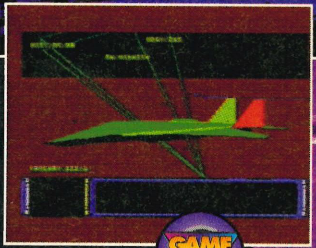
F117 NIGHT STORM

ELECTRONIC ARTS●OUT DEC●PRICE TBA●16 Mbit

Decent flight sims are on part of Mega Drive gaming are somewhat ignored by the software companies, but no longer! At last Electronic Arts are flying into this unfamiliar territory with F117 Night Storm, what EA are calling "the first Mega Drive flight sim to feature the Stealth Bomber – the most technically advanced strike aircraft in the world".



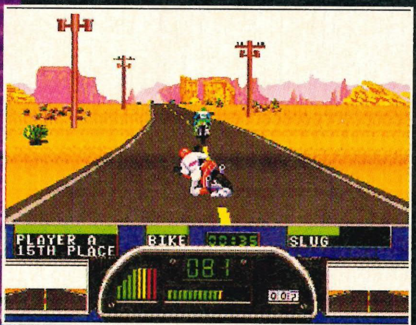
In the cockpit, prepare to grapple with infra-red displays, laser guidance and digitised speech, and eleven different plane views. If you're a budding imperialist, you could do no better than to strap yourself into this!



F117 is being developed by the same people that did LHX Attack Chopper, so keep those eyes skinned for an approach within the next few weeks.

ROAD RASH

US GOLD●OUT TBA●PRICE TBA●4 Mbit●IMPORT



Road Rash has done the rounds on just about every console and computer... but the Game Gear! So GG owners will undoubtedly be rabidly interested to know that at last this fine biker beat/race-em-up is being released by US Gold in the USA.

Just in case you don't know what all the fuss is about, the game puts you on a motorbike over five levels, where the aim is race along at 150 mph, dodging traffic, oil slicks and the local wildlife while you try to steer clear of nasty opponents and traffic cops!

That's not all. You also get the chance to use more of a strong-armed approach by kicking, punching and pushing your opponents out of the way. If you win a stage, you might be able to graduate on to a faster and altogether meaner machine.

This is a 4 Mbit cart, twice the usual size so expect great things from your Game Gear!

ANOTHER WORLD I & II

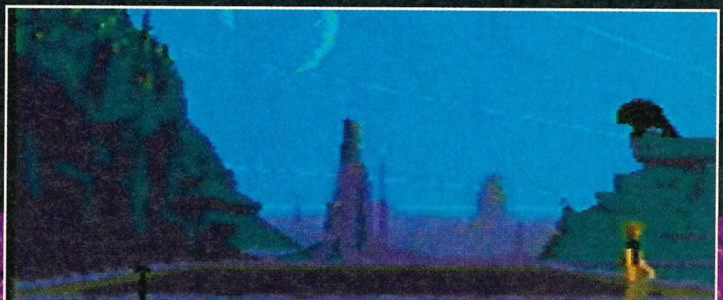
VIRGIN●OUT CHRISTMAS●PRICE TBA●MEGA CD

Another World is not a game title that we need to spend much time explaining. Another World I and II were hugely successful, breaking new ground with its rotoscoped animation, cinematic backgrounds and real-time polygonal graphics.

Well, the Mega CD versions are shortly to hit the streets with an enhanced original and an all-new sequel. The story lines are the same as ever, with genius scientist Lester having to outwit alien monsters and bloodsucking creatures with a huge appetite and little in the way of agricultural skills.

After part I of the game has been mastered, you'll be invited to continue with part II where questions will be answered, new enemies confronted and friends are found and lost.

Sounds pretty good to us – watch this space for more info as we get it.




NOW YOU CAN PLAY THE MOST
EXCITING ARCADE GAME OF THE
YEAR IN YOUR OWN HOME.
*ORIGINAL GUN ACCESSORY INCLUDED IN GAME PAK.
LET
ENFO
1P 000042 CREDIT 01 2P 000048
CHINATOWN
RELOAD YOUR GUN
1P 000000 CREDIT 05 2P 000000 PRESS START
1P 000000 CREDIT 05 2P 000000 PRESS START
KONAMI
*
KO



REALISTIC **COPS-ON-THE-STREET** ACTION SO INTENSE YOU'LL WONDER WHERE YOUR PAY CHECK IS AT THE END OF THE WEEK! TEST YOUR SHOOTING SKILLS AGAINST THE MOST DANGEROUS CRIMINALS IN TOWN, IN A FAST MOVING, MULTI-STAGE BATTLE FOR JUSTICE.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

MEGA-CD

SEGA
MEGA DRIVE

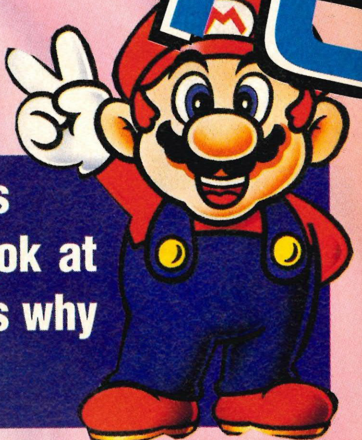
NAMI

KONAMI (UK) LIMITED TELEVISION HOUSE 269 FIELD END ROAD EASTCOTE MIDDLESEX HA4 9LS



HEADING TO THE TO





With the upcoming release of Domark's *Marko's Magic Football*, SEGAPRO takes a look at the whole flagship character scene and asks why companies are so keen to have one...



What ingredients go to make a character irresistible to the young, endearing to adults and an effective laxative to the consumer's wallet? A character capable of fronting a massive commercial operation and withstanding exhaustive and merciless licensing, yet still emerging fresh and untarnished?

Take a look at the Granddaddy of them all: A rodent. Large black ears that face forwards whichever way the head is turned: High-pitched voice — infectious laughter. Love-interest female spec similar, name similar but feminine. Faithful pet, preferably dim-witted but comical mongrel. Mickey Mouse, come on down! But how do you spot such a character from a possible list of a thousand candidates?

If the success of *Super Mario Brothers*, *Teenage Mutant Hero Turtles* and *Sonic the Hedgehog* is anything to go by, it's a case of pinning the proverbial tail on the donkey with the proverbial blindfold on. From a licensing point of view Mario is far more established and teetering on over-exploitation with merchandising ranging from toothbrushes to table-lamps, bubble bath to beach balls, furry mats and films to fizzy drinks. Sonic merchandising has been far more selective and specific to the videogame market.

Undoubtedly, the movie industry has shaped the videogame market as we know it today paving the way for the licensing and merchandising of characters. Hollywood created non-human characters, placed them on a pedestal and more often than not gave the rug a rather hard tug. From the very beginning of movies Charlie Chaplin launched his sad tramp character with a scruffy little dog. But the mutt wouldn't take direction and so was literally booted off set by the petulant clown, never to be seen again.

But it was not all failure as the audiences warmed to Francis the Mule, a talking donkey cum-horse who had a series of highly popular movies, one of which, Francis in the Navy, featured a young Clint Eastwood in one of his first pictures, looking decidedly uncomfortable playing a large bumbling fool, Dumbo. Francis made numerous TV show appearances and gained a lucrative advertising contract. Unfortunately, his career took a downturn after talking out of sync and then disgracing himself major league on the Ed Sullivan show.

However, one company set the standard for character creation, licencing and exploitation that all have aspired to. From the principal characters Mickey Mouse, Donald Duck and Goofy to the many feature movie characters, Disney created a massive corporation with dozens of endearing, irresistible characters with unlimited and lucrative licensing potential. Despite a rather large and

expensive mistake just outside Paris, Disney's record is exemplary with Mickey and friends as fresh and untarnished today as they have always been. Warner and Hanna Barbera let their characters do the talking with considerable success on film but merchandising came late to both.

It took George Lucas and *Star Wars* to tap the merchandising potential of movies and proving that lovable, endearing non-human characters who steal the show are instantly licensable and marketable: C3PO, R2D2 and Chewbacca.

This emphasis on such character construction dictated the direction of movies for the next fifteen years and subsequently the computer and videogame market (since the boom period in the mid-eighties). For years, the game industry relied entirely on external sources for characters, taking from books, comics but primarily the movies.

Until Nintendo and Sega fought for market domination, both basing their entire marketing strategy on home-grown characters, the Mario Brothers and Sonic the Hedgehog.

The phenomenal success of both Mario and Sonic eclipsed even the movie industry and for the first time a reversal of the licensing trade occurred, with movie and TV companies bidding for the licenses of these video-game colossuses. The bandwagon was up and rollin' and the race was on with game publishers dreaming up characters in a bid to recreate the success of Sonic and Mario, or at the very least pick up a piece of the action.

Sonic

Sonic is, as far as the industry is concerned, the benchmark as far as using a games character to promote a product goes. From his humble beginnings on the Mega Drive, Sega took a leaf out of Nintendo's book and aggressively promoted the new console on the strength of this one game.

Upon the release of Sonic 2, videogames shops throughout the UK stayed open late to handle the demand which proved to be a wise decision as it sold over 750,000 copies — on its first day. It grossed £27 million out-performing the first day's sales of any video, film record, or book in history. In Oxford Street riots broke out when stocks started to dwindle!



Sonic has now moved on from these humble if lucrative beginnings, now branding Sega's products in much the same way as Mickey Mouse did. If you try hard enough, you can find Sonic's image on T-shirts, books, watches and stationery. Sonic is now the most popular 'personality' in the United States, with a higher name recognition factor than Arnold Schwarzenegger, an astonishing feat for a character that really doesn't sell too many games in America (Nintendo has the USA sewn up).

If you're a real American Sonic fan you can now catch him on his own Saturday morning TV show — now the most watched Saturday cartoon in the country and bigger than the X-Men. And just to indicate how things have moved on from the early days, Sonic is now the biggest cartoon character in the country — bigger than Mario and Mickey Mouse.

James Pond

Millennium's dig at 007, *James Pond*, published by Electronic Arts on Mega Drive, was almost merciless and shameless in its non-stop repertoire of puns at the expense of Ian Flemming's suave but ruthless secret agent creation... "Double Bubble Seven" and "Licensed to gill" were typical examples of the tongue-in-cheek humour. But although a quite ruthless parody, Pond was all good natured fun and the tuxedo-clad Pond's endearing charm won the heart of the gameplaying public proving a popular alternative to Sonic saturation.

In the first game Pond was cast as conservation activist foiling Dr No's indecisive relation, Dr Maybe's relentless activities in industrial domination with no regard for the environment. The game displayed various types of sub-aqua antics including plugging an oil-leak and escorting fish through sub-aqua caves filled with radioactive drums. Excellent use of sub-games and countless objectives, James Pond singlehandedly put Millennium on the map, Pond had fulfilled his task as cute, endearing character completely

James Pond's irresistible charm proved to be very exploitable, even under heavy disguise. In the sequel, he was "Robocod, part man part fish... all cod" The gags were still in abundance and *Robocod* was an obvious dig at the often unscrupulous movie licence trade in the videogame market. The jokes got worse, but the gameplay got better as Pond was jettisoned to outer space. Pond was going to be renamed Splash Gordon, but by now James Pond was so famous that he kept his 007 identity and took the took the fight out to the Cosmos in a Moonraker rip-off.

Dr Maybe turned his unscrupulous industrial attentions to mining the moon of its natural cheese resources in a bid to dominate the world cheese markets. Pond turns vigilante in *Death Fish* — him starring as Charles Poisson hasn't been ruled out!

Millennium was the first independent to recognise the advantages of a principal character and Pond's success inspired a considerable cast of Sonic, Mario and Pond hopefuls.

Bubsy

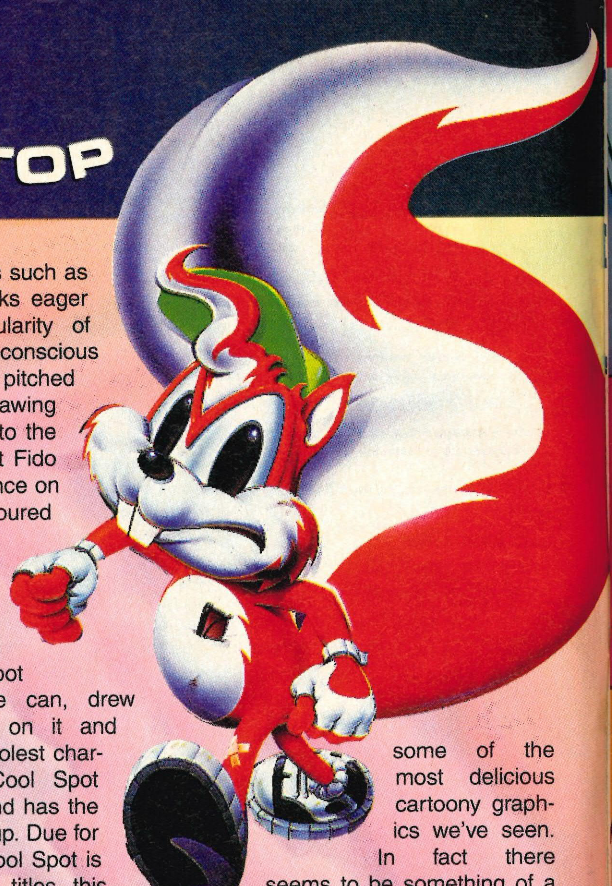
For years American publisher label Accolade rarely diversified from sports simulations. But since winning a major legal battle against Sega, the software house has enthusiastically launched itself into the videogame market headed by mascot arcade character Bubsy Bobcat. Accolade recently released *Bubsy the Bobcat* on Mega Drive, in a style typical of James Pond.

The game, *Claws Encounter of the Furred Kind* is dodgy humour even by Pond's standard. But once again the combination of a lovable character, some superb cartoon-like graphics, animation and a digitized voice wowed gamesplayers. Billed as "an interactive cartoon", Bubsy is not all fluffball. In uncompressed form the data is many times greater than the cart featuring twenty levels each thirty screens long by ten screens high, with some Sonic-taunting speed sections throughout. As a technical achievement, it's impressive.

Earlier this year Accolade pulled off a major coup as an independent publisher by achieving the cross-over to TV in the States. Like Sonic, Bubsy Bobcat featured in an animated special "Kid's day Off" screened on prime-time during Thanksgiving. The cartoon had Bubsy as a fast-talking over-confident hero in this pilot episode and the cat's broad demographic humour proved a hit with adults and kids.

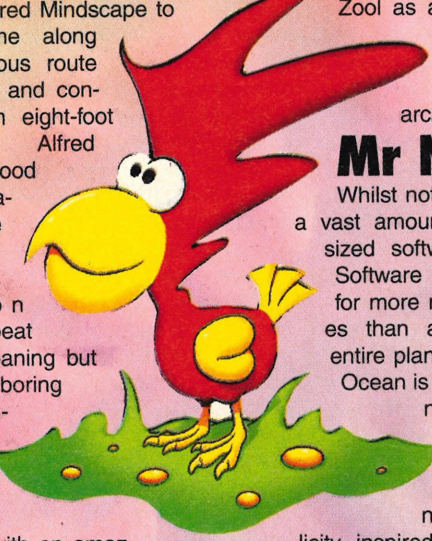
The success of the pilot has meant that a series of the cartoon is now in production. Bubsy and characters like Prof Virgil, Boswell the Buzzard and Sid Vicious the Shrew are tailor-made cartoon material and the cross-over gives Accolade an immense advantage over its competitors. Incidentally, there are no plans to screen the cartoon in the UK at present.





Alfred Chicken

Mindscape's Alfred Chicken was always going to be a mad and dangerous character. But a chain of events inspired Mindscape to pursue fame along the precarious route of notoriety and controversy. An eight-foot costumed Alfred Chicken stood for parliament in the Christchurch by-election where he beat the well-meaning but terminally boring environmentally-friendly Rainbow party into last place with an amazing eighteen votes. For a nominal fee of £17,000, Alfred enjoyed a massive mail-drop and more TV and newspaper coverage than the three main parties put together, all just in time for the release of the game. But the best was yet to come as frosty MPs raised the issue of the time and money wasting antics of bogus election candidates using by-elections for commercial and promotional reasons.



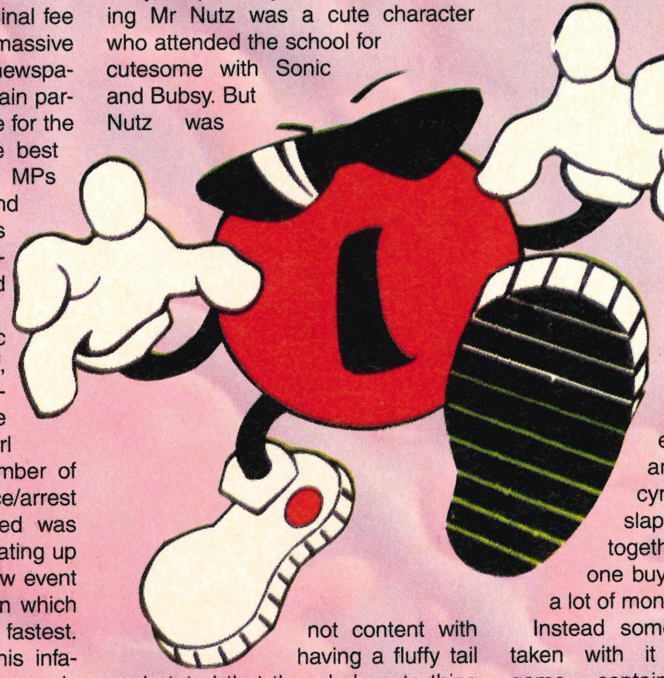
Such notoriety an anarchic character could only dream of, and so Alfred went on the rampage, being pictured by the paparazzi with Page Three girl Donna Ewin and then a member of the constabulary in a police/arrest photo opportunity. Then Alfred was thrown out by bouncers for beating up Bubsy Bobcat at a recent show event and fighting over a £20 bet on which character could run the fastest. Mindscape intend to utilise this infamous character to the full with sequels and controversy at every opportunity.

Zool

Gremlin's no-nonsense alien Ninja from the Nth Dimension was tailor-made for video-gaming as opposed to designing a character that would make an amusing fancy dress costume. Originally produced for the Amiga, users warmed to Zool for supplying them with speedy *Sonic*-style arcade action that they were missing out on. *Zool* features a confectionery theme which inspired a cross-over promotion with the world's best-selling sweet manufacturer Chupa Chups. The game has also been advertised in the cinema and a Zool comic strip has proved to be a cult hit. But Gremlin is determined to keep Zool as a game character and an identifiable company mascot which epitomises all-action arcade gameplay.

Mr Nutz

Whilst not always demonstrating a vast amount of originality, giant-sized software publisher Ocean Software has been responsible for more movie licence purchases than any publisher on the entire planet. So it's unusual that Ocean is launching its own original character at this late stage. For *Mr Nutz*, Ocean is adopting the rebellious and notorious route to publicity, inspired by Mindscape, claiming Mr Nutz was a cute character who attended the school for cutesome with Sonic and Bubsy. But Nutz was not content with having a fluffy tail and stated that the whole cute thing was a sham. So he hit the bottle and started to lie and cheat, then changing the ploy by painting Nutz as a reformed character who's only ambition is to out-Sonic *Sonic*. The game is released on Nintendo and Amiga with a Mega drive version being negotiated. It remains to be seen whether Nutz has got what it takes to mascot such a prominent and large publisher as this.



Cool Spot

The whole character representation thing in the videogame market has been taken to ridiculous extremes with consumer goods such as crisps and fizzy drinks eager to exploit the popularity of video games. Image-conscious lemon/lime fizz 7-Up pitched its endearing line drawing character Fido Dido to the game publishers. But Fido paled into insignificance on screen and when coloured in and given a more 3D effect was practically unrecognisable. Virgin Games honed in on the prominent red spot emblazoned on the can, drew limbs and glasses on it and came up with the coolest character imaginable. Cool Spot just oozes appeal and has the gameplay to back it up. Due for imminent release, Cool Spot is one of the hottest titles this Christmas.

Marko

With so many companies rushing to develop a merchandisable character, it was only a matter of time before Domark got in on the act.

Many companies have gone for straight platform angles and this is no exception but Domark aren't taking the rather cynical route of just slapping something together in the hope someone buys it and makes them a lot of money.

Instead some care has been taken with it (ie the game contains 100 enemies each with different a character) which is unsurprising considering their hopes that Marko will become as valuable to them as a lead character as Sonic is to Sega or Zool to Gremlin.



The game features Marko, his magic football and some of the most delicious cartoony graphics we've seen. In fact there seems to be something of a move towards an 'interactive cartoon' style of gameplay and this is the latest example.

Unfortunately, there were some quibbles with Krisalis about Marko due to some similarity with their own *Soccer Kid* but this has now been sorted out.

Marko's image is all over Domark's promotional literature now and it's clear that their hopes are riding high that the little tyke will bring them the same rewards as other software developers have received.

It is now clear that the computer games industry has changed from its stumbling beginnings in the 1970s. People are realising the synergy between films and games, music and games — and cross-promotion based on easily recognisable brand names. This has meant the computer games business is no longer just devoted to pumping out games and it will be interesting to see how far this process will go. After the failure of *Last Action Hero* at the box office, a certain brand name Arnold Schwarzenegger was asked how much Sony had lost making it. He said they'd made their money back before the film even hit the streets — from the merchandising. Whether or not this will ever apply to the games industry has yet to be seen. But as long as Sonic continues to pull in the punters, you shouldn't bet against it.

●Tim Robinson


A STATE OF MAGICAL SPEEEEEEEED
When it comes to speed Wiz 'n' Liz take on all-comers – and leave them standing.
They're the greatest magicians on the Planet Pum, their spells are truly amazing, their huge collection of pet wabbits, legendary.
But now everything's gone wrong. In a rash moment of mis-spelling they set their beloved wabbits free and now it's a race against time to capture them.
With exploding wabbits, a crazy cauldron, hundreds of spells and the fastest gameplay ever, Wiz 'n' Liz's frantic Wabbit Wescue will kick your video gaming into warp speed.
Catch them now on Amiga and Mega Drive – if you can.
Need help? Call the Wiz 'n' Liz spell line.
"The two player game is everything that the jerky, fuzzy head-to-head option on Sonic 2 should have been."
MEGA
"Fantastically fast and furiously funny."
MEGA DRIVE ADVANCED GAMING
"It's one of the fastest things since pre-puberty."
DOMINIK DIAMOND, SMASH HITS
CATCH THEM IF YOU CAN
SYDNEY 2000
WIN a Mega Drive and a copy of Wiz 'n' Liz. Plus five runners-up prizes of games. Just answer this question: What kind of animal do Wiz 'n' Liz have to catch in the game?
a) Gorilla b) Wabbit c) Lemming.
Send your answer on a postcard, stating your name, address, age, type of computer and the name of this magazine. To: Wiz 'n' Liz leave the rest standing. Psygnosis Competitions, Dept. 1770, Winterhill, Milton Keynes MK6 1HQ, UK.
AVAILABLE ON AMIGA AND MEGA DRIVE.
WIZ'N'LIZ
HELPLINE 0891 101 277
All calls cost 36p per min. cheap rate, 48p at all other times. Please ask the bill payers permission before using the phone. For a full set of rules send SAE to Psygnosis, South Harrington Building, Sefton Street, Liverpool L3 4BQ. Entries must be received before 31st December 1993.
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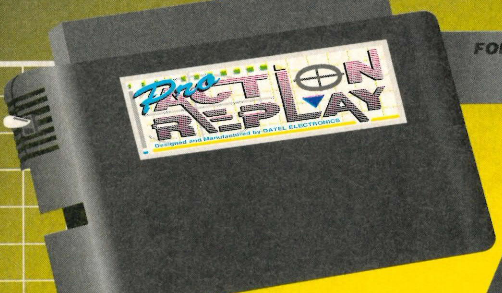
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MD CD MS GG

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Welcome to the house of fun! The family are trapped in the house so you have a rescue mission to accomplish. See how the big screen movie fares on the crystal format.

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61 F1
Make a tread mark on the tarmac and keep the fumes behind you in a wheel to wheel race in the real F1 championships. See how the small screen race compares with Mega Drive version.

70 T2: JUDGEMENT DAY
Back from the future the Terminator will stop for nobody. See how the Terminator's power is interpreted in this small screen platformer.

70 ROBOCOP 3
The mechanical Detroit cop is back, this time on the handheld in a platformer where the street thugs just keep coming back. Does this deliver the goods?

70 THE OTTIFANTS
The famous cartoon characters in Germany now make the shores of the UK as this is Sega Germany's first official release. Check it out in our short review section.

70 JAMES BOND
An agent that has lived a good many years now could well meet his fate here. The GG gives the guy his next console break, so how does this compare with past releases?

28 SONIC PINBALL
Sonic now goes pinball crazy in a game of sewer warps and gate crashing (don't ask us!). Check out Sonic's third Mega Drive adventure where success is all in the flippers!

30 SENSIBLE SOCCER
Get down to some serious sliding and tackling in Sony's new footy release featuring an essential battery save that'll keep a history of vital statistics!

32 PUGGSY
A puzzling platformer featuring an alien with character. Guide Puggsy around the island whilst dealing with a variety of situations that can really tax the brain.

34 THE OTTIFANTS
Baby Bruno is an elephant on a mission with his trunk sucking up just some of his troubles. Check out the Ottifant cartoon spin-off so popular in Germany.

36 JAMES POND 3
The aquatic agent makes it a Pond trilogy in an adventure comprising of 100 levels. Pond must stop the dairy freak from stealing all the cheese and yoghurt!

40 ROBOCOP VS TERMINATOR
The ultimate cop takes on the future destroyer in a real clash of the titans. See how two of the most famous fictional machines-ever fare in this new release.

42 WIZ 'N' LIZ
Start off as an apprentice, then move up to an ultimate Sorcerer in a platformer with a fantasy theme. Find the sub-games by mixing the fruit and veg.

44 NFL MADDEN'94
The Madden graphics engine goes into fourth gear as EA's latest stadium saga gives players a new perspective on the action. Does this make a touchdown?

48 ZOMBIES
Take a trip through the land of the living dead in an interactive adventure with potions, keys, graveyards, doors and strange creatures (nope, not our office at deadline!)

52 MCDONALD'S ADVENTURE
Forget the big Mac and large fires, Mcdonalds now has an appetite for adventure with the fast food restaurant now making its name in the console world!

54 WWF ROYAL RUMBLE
Put the rest of the wrestling world on a clothesline in a contest of power, guts and team tactics. Play a one-on-one or make it a royal free-for-all in the ring.

56 LANDSTALKER
An interactive adventure featuring the bad, the weird and the wonderful. Check out a magic tree-house and trade with the locals for goodies!

58 ROBOCOP 3
The law-enforcement cop is back in Old Detroit ready to clean up the streets. Is this a film-based release with a difference or is the big name its only attribute?

66 TMNT
The turtle warriors now take on a *Street Fighter II* style with April and the gang competing in a one-on-one tournament where they fight each other! About time...

46 SPIDEY AND KINGPIN
Kingpin is accusing Spiderman of placing bombs around the city so the battle is now on. Put Kingpin in the shoes of a fly and spin a web to catch the bait!

62 DESERT STRIKE
The greatest war bonanza ever is now appearing on the MS with that Middle-Eastern general causing chaos in the gulf once again. Climb into the Apache and fight!

68 T2: JUDGEMENT DAY
The battle for tomorrow begins today as the Terminator from the future returns to waste Sarah Connor's Son – future leader of the resistance.

70 THE ADDAMS FAMILY
The family are tied up in the house and you've got the job of finding them as you search a house full of tricks and traps. Check out this house party!

70 CHUCK ROCK 2
See the son of Chuck on the MS battle his way through a platformer capturing that stone-age humour and rocky image. Is this an improvement over the MD version?

70 ROBOCOP 3
Detroit has become a war zone and only Robocop can stop the rot. Does this six-level platformer offer anything original as Robocop is now a little dated?

REVIEW

MEGA DRIVE

Sonic happened to be on vacation when the news spread of Robotnik's third attempt at turning the living eco-system of Mobius into a world of Robots. In his evil quest he has constructed a Volcano Veg-O fortress that hides his robot factory. Using Lava as a supply of energy, Robotnik is able to run a pinball defence system and Veg-O converter.

Sonic's blue spikes stood on end at the news. He looked back at his two previous adventures with a glint in his eye. Already his feet were twitching and his eyes widening. He knew the creatures of his world needed help once again and now he's ready to take the fortress by storm. Maybe this time Robotnik will finally be defeated.









After each level you have the chance to gain extra points on a Pinball table typical of the kind you'd find in the local cafe. The 3-D perspective works very well with the ball getting smaller as it rolls up the board into the distance.

The streak of blue is back in a third adventure comprising four separate levels. The difference now is that Sonic has a mechanical pinball show to deal with and to make things worse — he's playing the part of the ball! Yes, it seems Sega's answer to a Sonic adventure that differs from the platform style is a good old-fashioned game of flipper with luck playing a large part in your overall success.

You begin in the Toxic Caves for a rendez-vous with Scorpious — the scorpion boss. Next comes the Lava House, followed by a machine round and finally the showdown. Characters are generally given robotic titles as the theme of mechanisation gone too far creates a perfect, pinball world.

Sonic begins at the base of each pinball table and his objective is to recover three emeralds. The stones play the role of preventing Robotnik's volcano from exploding (so the story goes).

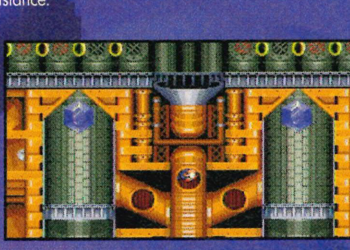
The pinball game is styled around any corner-of-the-cafe machine with familiar scoring components that will give Sonic access to new areas as well as scoring wacky totals that stretch into the millions — as pinball scores do!

Action can be intense and confus-

PROTIP On the first level, make sure you bash the gates to the left and right of the emerald in the green slime. When both gates are down the slime will be released, then all you need to do is get in there.







The two emeralds shown here are not as easy to reach as they look. Sonic must pop some corks first!

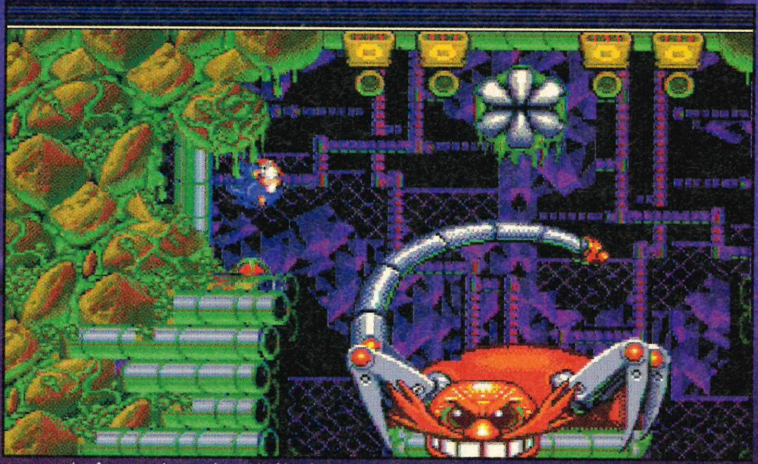
The City of Bath in England and Hawaii in the Pacific have something in common: they're both built in a volcano.

I WANT A SECOND OPINION

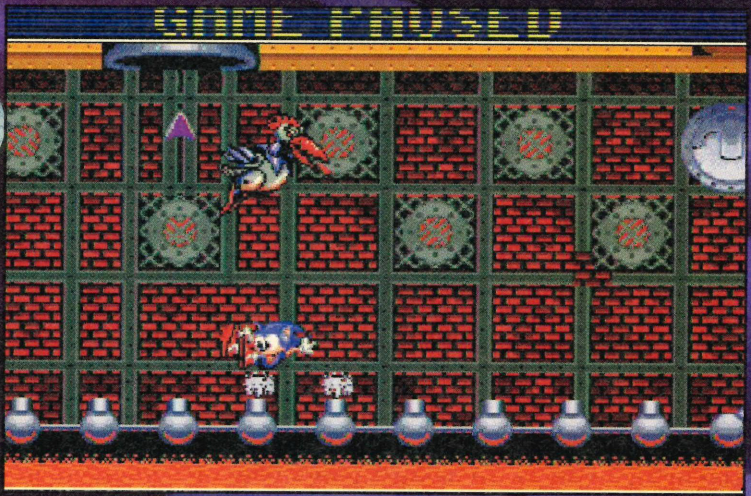
Pinball games are few and far between on the Mega Drive but it would appear that everyone is jumping on the band wagon over the next couple of months. *Sonic Spinball* is the first and it holds the instant attraction of being a bit different. The way Sonic spins around the tables is particularly impressive and occasionally controlling him in a platform manner adds a certain novelty.

The graphics are superb with humorous animations and extensive use of bright colours. If you enjoy pinball games this could be fun but possibly too short-lived for the majority of gamers.

JASON



This first guardian at the end of level one is very easy to beat. Taking the shape of a Scorpion his weak spot can be found on his back. All Sonic needs to do is jump inside the arch under his metal claw and rebound inside the area to kill him!



Her Sonic must use the power generators to launch himself left and right. The tube entrance above his head can only be reached by jumping on the mechanical birds first for extra height. Up this tube Sonic will find his first emmerald!



ing. Having more understanding of which passages to take as you flip yourself up the tables will make life quicker. But even on your first go you'll bounce around long enough to trigger anything that looks like it could do with a good bash. Before you know it, you'll find yourself in a new area because a gate was tripped back on the last table.

The first level is fool-proof because even if you fall between the two base flippers there's a small platform standing in the lava. Jump up onto the flippers quickly and you'll miss the monster beneath! This fool-proof idea is present for the Lava level only, the other three levels are just as tricky as real pinball.

Controls are simple, with flipper control being your only involvement in the game. I guess the Sonic spectacle is present again in this spinball version because the combined speed and power makes the action a great deal of fun to watch (although it's a shame participation is so limited).

Gameplay falls down here as it's so easy to spend too much time watching Sonic when it's surely far better to have more influence over his fate. There are a few areas where Sonic can jump but these are very brief interludes in the ordinary action. On the flat areas Sonic can super-spin but you won't need to use this much. Your greatest skill comes in guessing which part of the flipper Sonic should be resting on before shooting him off at a certain angle. Getting the angles right is frustrating — and as there are no continues, repeating the same tiresome procedures is also annoying!

This is the trouble with *Sonic Spinball*. We have the smooth and colourful backdrops, with a choice of two speeds but it's not long before the ideas become boring. The first few goes are great fun with flashing pinball parts and fancy sound effects. The bonus round is an added feature which is simplistic entertainment. Just don't expect to find long term interest in this release. It's tough, but once finished this could end up on the top-shelf.

● Mark "Tilt-it" Hill



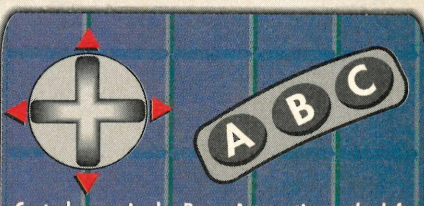
MEGA DRIVE



SONIC SPINBALL

SEGA ● £39.99 ● OUT NOV

CART SIZE 8Mbit
PLAYERS..............4
STAGES................4
SKILL LEVELS.........2
FEATURES..........none
CONTACT
Sega ✆ (071) 373 3000



Controls are simple. Press A to activate the left flippers. Press B to activate the right flippers. Press C to activate both flippers. START will pause the action.
Use the D-Pad to move Sonic left or right whilst in mid-air or on the ground. A is also used to jump.

ACTION / STRATEGY

GRAPHICS 90%
▲ The variable colours and smooth detailed backdrops suit the Sonic image very well.
▲ The typical pinball components littered throughout the levels look realistic and accurate.

SOUND 86%
▲ The variety of sound effects when Sonic interacts with pinball parts are superb.
▲ The background music has a fast rhythm to reflect the speed of the action.

GAMEPLAY 79%
▲ The first few goes are exciting to watch as you power through new pinball features.
▼ Pinball luck plays it's part as much as skill so players may feel a lack of involvement.

CHALLENGE 72%
▲ If you have four players alternating then the highest score wins concept is challenging.
▼ Once all four levels are completed there's little else for Sonic to do.

PROSCORE 79%

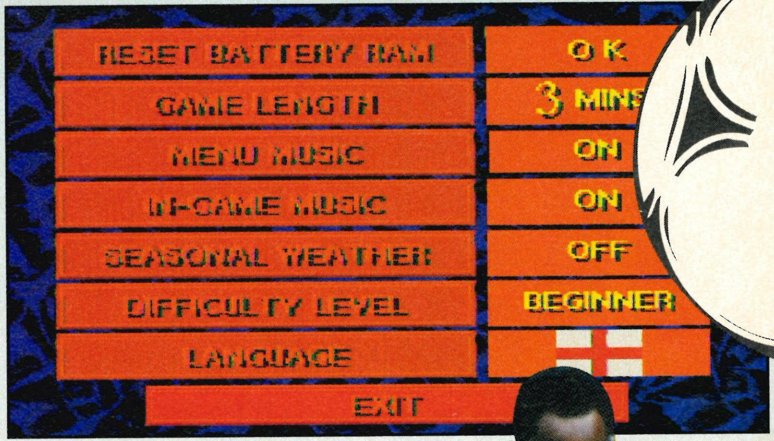
Sonic Spinball is fun to play through but once all the features are discovered there's no real incentive to play it again. Nice, but not Sonic three.

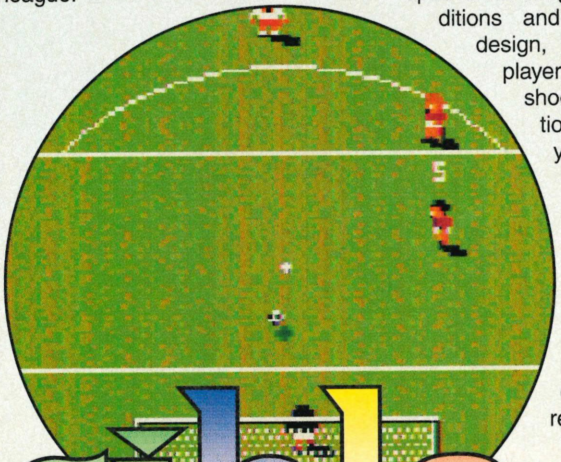
As the home side pushes forward for what could be its last chance at finding the equaliser, the referee is already looking at his watch. From the back the sweeper launches a high floating cross deep into the opposition's half. The forwards get into position, trying to outrun their markers. The crowd are on their knees praying for a last-gasp equaliser.

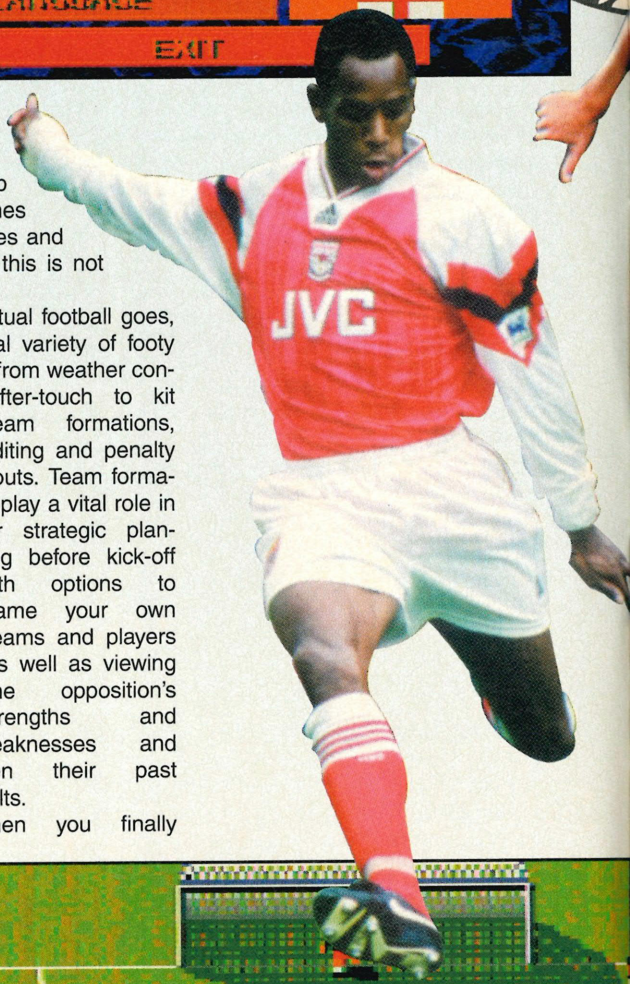
The ball comes down just outside the six yard box as the defenders climb onto the backs of two forward men. Unable to find room for a sharp turn, one of the forwards knocks the ball back to the left winger making a run in towards goal. He receives the pass twelve yards out, hits it on the volley, curls it around the keeper and scores a stunning goal. What a corker into the top left-hand corner as the crowd go wild and the home side force play into extra time! *(Great intro – Ed.)*

Football games have been arriving thick and fast over the last few months. *EA Soccer* is arguably the most anticipated release this season, but Sony have come up with *Sensible Soccer* – a footy sim that's hoping to make its mark on the football software scene.

Sensible Soccer is one of those footy games that include many option screens before you actually play a match. In many ways Sony have gone overboard in this area with many cup and league competitons ranging from club to international level. You can compete in the world cup qualifying competition, the EUFA Cup, the Euro Superleague, the Maastricht Cup, a chicken tournament (where each match is played over two legs) or even a booby league!





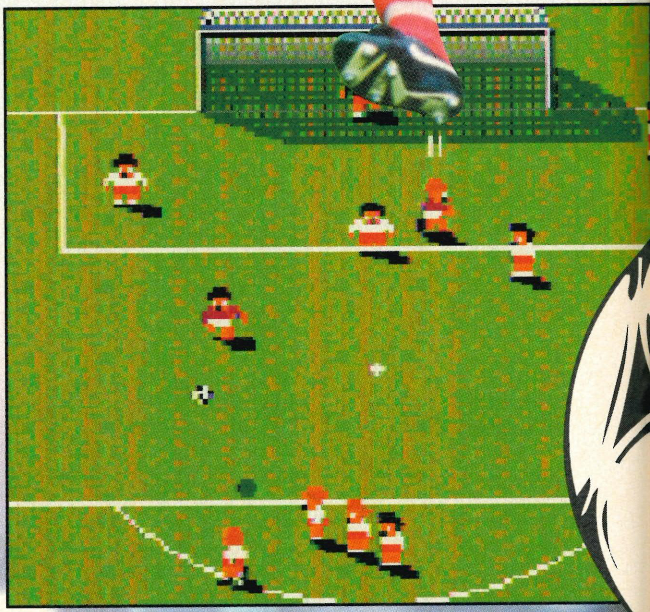


What is going on? If you thought that was it, then how about a line-up of teams with names such as Clotheslines and Pizza Toppings! If this is not OTT then what is?

As far as the actual football goes, you have the usual variety of footy options that range from weather conditions and after-touch to kit design, team formations, player editing and penalty shoot-outs. Team formations play a vital role in your strategic planning before kick-off with options to name your own teams and players as well as viewing the opposition's strengths and weaknesses and even their past results.

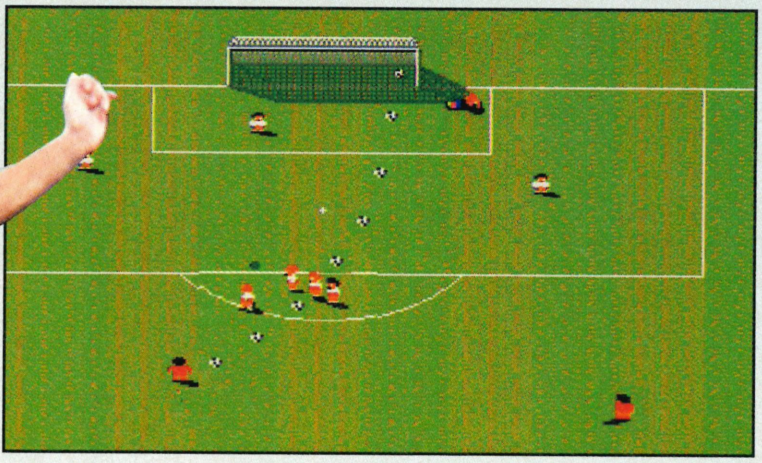
When you finally

Sensible SOCCER









Taking free kicks is dead easy – it's just a matter of lining the directional indicator up, leering at the defensive wall to freak them out a bit, then blasting a Stuart Pearce Special right into their – *(Snip! – Ed.)*

step onto the hallowed turf, the pitch is drawn to a very simple standard. A soft contrast of green stripes gives the player a very clear view of the actual sprites as they stand out so well.

As far as pitch features go, there is little here to suggest you are in a packed stadium. There are no advertisement boards, stands or impressive scoreboards, and even the perimeter fence is missing!

Nevertheless, the action is a lot of fun. Controlling the players is so smooth and easy – with player sprites themselves presented in a realistic proportion to the overall pitch size. This means that you have plenty of space to build up a worthwhile passing game which is so important if a footy sim is to re-create the skill of the real game.

When you are chasing the ball, players will increase their speed the further they run, thus making it increasingly difficult to change direction. Sliding tackles, headers and dives are other moves you can perform. When you are on the ball then lift and bend is your special ball control option where you can apply varying degrees of curl and height for those spectacular free-kicks and long-range passes and shots.

Gameplay is fast and exciting as the ball zips across the pitch nice and freely. Despite a poor pitch content, atmosphere is enhanced by crowd cheers from the stands. Goal mouth action will raise the tone of the crowd, as will the booking or sending off of any player. The goal is followed by the ultimate high-pitched cheer and the inevitable action replay!

Sensible Soccer is simple yet effective. The graphics are not over-weighted with complex shading and detail, and the sprites are animated to a some extent despite their small frames. I suppose the closest footy game to this is *Kick Off* in terms of pitch perspective and sprite control – although here the control method is so easy to get to grips with. *Sensible Soccer* is worth a look, although *EA Soccer* will probably have the edge.

● **Mark "In control" Hill**

PROTIP



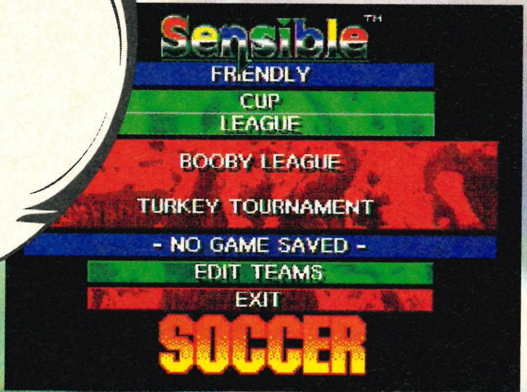
Do not ignore the substitution option during a match. Taking off a booked player is often a safe bet as red cards are common occurrences! You can also change your formations so your team can play an attacking or defensive game.

I WANT A SECOND OPINION

I enjoy a football game I can get into quickly, that is neat and doesn't make life unnecessarily difficult for you when on the pitch. *Sensible Soccer* fulfils all these objectives admirably (unlike say *Pro Striker*), although I have to wonder if there's enough new here in the way of ideas to fight off the inevitable challenge from *EA Soccer* and co.

Footy games are still an under-represented part of the Mega Drive games scene and this fills a gap admirably. I think Mark was a little bit harsh with his score, but there you are! This ought to be near the top of your Christmas list this year. I'd happily recommend it.

NICK



MEGA DRIVE Sensible SOCCER

SENSIBLE SOCCER

SONY ● £44.99 ● OUT NOV

CART SIZE 4Mbits
PLAYERS 2
STAGES ....n/a
SKILL LEVELS 3
FEATURES ..battery save
CONTACT
Sony ✆ (071) 734 5151

The D-Pad moves your player around the screen, and from there on it's just a matter of tackling and judicious use of the aftertouch.

ACTION / STRATEGY

GRAPHICS 82%
▲ The small player sprites move smoothly to enhance the speed of each match.
▼ The pitch itself is rather dull as there are no stands, advertising boards or fences.

SOUND 87%
▲ The crowd noises increase whenever there is goal-mouth action or bookings.
▲ A great little tune accompanies the static and information screens before kick-off.

GAMEPLAY 85%
▲ Sensible Soccer *allows you to play a great passing game so you can turn on the style!*
▲ The many statistic screens give players plenty of room for strategic pre-match planning

CHALLENGE 83%
▲ The battery save allows you to keep a record of past cup and league results.
▲ The two-player mode makes every match a great deal of fun.

PROSCORE 84%

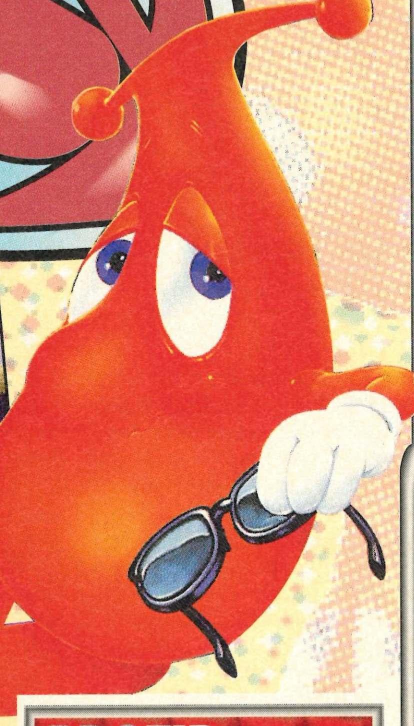
Sensible soccer uses a simple pitch format and player presentation to very good effect. A very playable game of footy that's very fast and a great deal of fun.

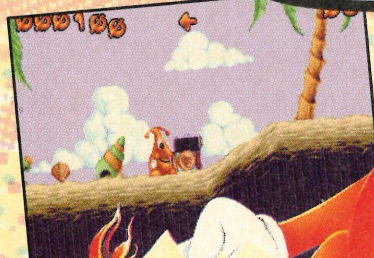
Frankie Bunn holds the record for the most goals scored in a league cup match. He was playing for Oldham and knocked in six.

REVIEW



PUGGSY







"What do ya mean it's empty? It looks as if I'm wasting my time here."



Puggsy has landed on an island in a seemingly alien world. As the inhabitants are of a vexatious nature, they decide to steal his spacecraft and give it to their ruler as a symbol of devotion. Puggsy, not taking to this too kindly goes in search of his beloved ship. What he doesn't realise is just how tough his quest is to be.

The island he's landed himself on is rather large and the blessed inhabitants tend to vanish into the backgrounds. Left stuck for clues and standing around, bouncing up and down, Puggsy finally decides to do something about getting his beloved spaceship back. He bounces around the surrounding landscape to find the only exit blocked. What now? The best thing for him to do is to search high and low for useful objects. And so the adventure begins.

After the popular *Beast* games and *Lemmmings*, Psygnosis have built up a reputation as the company with 'those wicked graphics in a style of their own' in games that test the best. Now a new character hits the scene, Puggsy. An intriguingly cute space hopper in a dilemma comes to the Mega Drive to test Autumn gamers to their limits.

There has been a considerable amount of work put into the music and it shows, what with more than 30 different background tunes. They relate to the environment of the current level and are just about right for a puzzler. They're not particularly outstanding on their own but suit the game and add a fair amount of atmosphere.



A variety of solutions to the puzzles presents a huge amount of challenge and prolong the game's playing life. Find your way through to the final level and you may still have hidden levels and numerous unsolved puzzles to complete. This makes *Puggsy* an immensely challenging and fun game. Six world guardians, 17 environments and 51 levels makes for a massive task. Fortunately, the password system keeps your progress stored.

As a puzzle game, this is the best title currently available for the Mega Drive. The amount of quality gameplay is unmatched and you'll be hooked from day one. I would recommend this to anyone who enjoys using just a little more brain-power than is needed for most of today's games.

● **Jason "boing, boing, boing" Johnson**



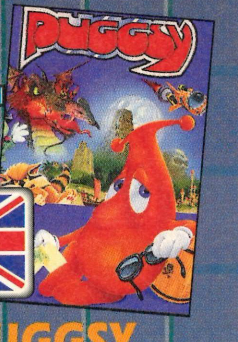
OK, so you start your adventure in the most boring section of the island, who cares?

Puggsy uses T.O.I. which is more commonly known as Total Object Interaction.

PROTIP Search around the levels and you'll find your way into various secret rooms. There are 10 to be found and they offer the chance of extra points and prizes as well as the satisfaction of finishing the game properly.



MEGA DRIVE

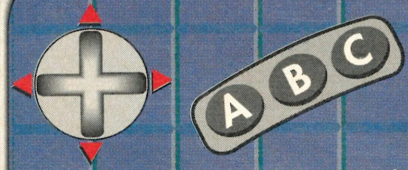


PUGGSY

PSYGNOSIS ● £44.99 ● OUT OCT

CART SIZE 8Mbit
PLAYERS................1
STAGES...............51
SKILL LEVELS.........2
FEATURES.....password
CONTACT

Psygnosis © (051) 7095755



The D-Pad moves Puggsy around the screen in the eight directions. An object can be picked-up, dropped or thrown using the B button. Press A and the object will be used or activated. Not all objects do any particular thing, but they may be worth more points, etc.

ACTION / STRATEGY

GRAPHICS 83%
▲ Creative design with more than its fair share of Psygnosis flair.
▲ The general colouring of the backgrounds is particularly awe inspiring.

SOUND 79%
▲ Superb atmospheric music from start to finish rather than a single dull tune.
▼ A few more sound FX would have been an improvement.

GAMEPLAY 82%
▲ The way in which objects relate to their gravitational values is very clever.
▼ Taxing and testing doesn't make for a fun game in everyone's books.

CHALLENGE 84%
▲ Immensely challenging with literally hundreds of puzzles to be completed.
▲ Once you've been through the game you can go back and find even more puzzles to solve.

PROSCORE 82%

A testing platform puzzler that's typical Psygnosis. Puzzle buffs will relish the challenge and yet it's still likely to appeal to main-stream gamers.

MEGA DRIVE


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CASTLE ATTACK
SHIP WRECKED
DRAGON'S LAIR
SPOOKY! CLOUD CASTLE
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"It's exciting, puzzling, well presented, hopelessly addictive - sure to be a winner" 90%
Sega Pro magazine (MEGA DRIVE)
"A neat combination of platform fun and clever puzzles"
Sega Power magazine
"A superb adventure - plenty of puzzles and great satisfaction" 92%
Sega Pro magazine
GAME PLAYS IN FIVE LANGUAGES
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The Ottifants

Bruno, the baby Ottifant, has a fantasy dream about his father being captured by aliens. Bruno brings his childhood dream to life and sets off in search of him by following a trail of jellybeans that have dropped out of his suitcase. His work papers have also been set loose in the wind and Bruno needs to recover them. How could Bruno's father be so careless with all those jellybeans! Is this an Ottifant's diet?

In reality, Father Ottifant is doing an all-nighter at the office. He's probably sat there drinking coffee and watching TV. Nevertheless, this baby Ottifant has become obsessed with alien's taking his father into the heavens as he begins his dream trip!

The Ottifants are not so popular over here, but in Germany they are famous cartoon characters with a reputation for being the funniest elephants ever seen! Well, on console the grey wrinkled skin and long snout resemble an elephant, but the fact that they walk on two legs suggests their ancestors were aardvarks.

The Ottifants console game is styled around your average Sonic platformer with jellybeans replacing rings, chequered boards replacing lollipop posts, and game levels split into sections. There are six worlds here — each split into five parts. It sounds big, and it is big with the basement, gardens, caverns and a tropical lounge being some of the truly bizarre places you'll visit.



In the bonus rooms your aim is to collect every jellybean within a set time. You can gain extra lives here.

Your task for each level is to collect at least 50% of all the jellybeans on each part. There are lots of enemies out to kill you; Spiky Robots, Spinning Tops, Hands of Doom and the Native spearmen. You'll get these guys with that Sonic bash on the head or by throwing coloured balls. It's soft violence — really all done in fun to suit the Ottifant cartoon image.

Secret rooms and special pick-ups are available throughout the adventure which will enhance Ottifant's abilities. For example, the coloured lollipops will give Ottifant different attributes that last about ten seconds. Particular combinations of three colours will give Ottifant continues, superfant speed, superfant flight and energy — just to name a few.

The background graphics have some fine detail in each different world and the Ottifant sprite is given some smooth animation as he takes the adventure in his stride. Although there is little outstanding originality, The Ottifants creation of its own fantastic universe makes the adventure a fair deal of fun.

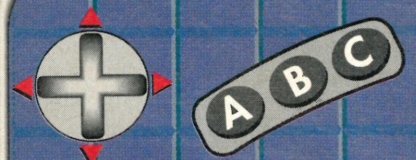
● Mark "Jumbo" Hill



THE OTTIFANTS

SEGA ● £44.99 ● OUT NOW

CART SIZE	8Mbit
PLAYERS	1
STAGES	6
SKILL LEVELS	3
FEATURES	password
CONTACT	Sega ✆ (071) 373 3000



Press A to Jump. Hold down A to jump higher on the springs. Press B quickly to fire. Hold B down to suck through your trunk.

ACTION / STRATEGY

GRAPHICS 87%

▲ The distant background graphics move smoothly in proportion to the up-front graphics.
▲ The Bruno sprite is animated at 50 frames per second making it move well on-screen.

SOUND 81%

▲ Everything you interact with produces a reasonable enough sound effect.
▲ Each level has a bright and jolly tune to put you in the softy mood!

GAMEPLAY 83%

▲ There are a number of tricky areas in the game that require a bit of brain power.
▼ As far as the platform concept goes, this is much like *Sonic*, *Zool* and *Bubsy*.

CHALLENGE 88%

▲ The guardians can take some beating as it's tricky firing balls at the correct angle.
▲ Each world is made up of many parts so the overall challenge is pretty big.

PROSCORE 83%

A light-hearted adventure with a soft theme despite the presence of end-level guardians. Although the ideas are familiar, the bright and dandy image works well.



PROTIP You'll find the Bonus room on level one in the bottom right-hand corner of the level. Travel along the very base of the playing area until you reach the invisible entrance. You'll need to get down to the bottom before you reach the chequered restart board.

Some African Elephants can grow over 12ft tall and weigh 6.6 tons.

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The new QJ SG ProPad 2 is designed to match the best of the new generation of video games for the SEGA Megadrive. It has a programmable feature which allows any combination of fire button moves to be assigned to a single left or right fire button.

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SNES VERSION
SV 337
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NEW PROGRAMMABLE



NEW PROGRAMMABLE



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SNES VERSION **SV 336 £49.99 inc. VAT.**

NEW PROGRAMMABLE

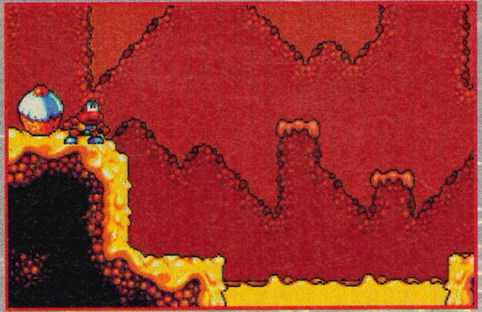
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REVIEW







Lower Gloopy is just one of the many cheesy lands featured in this game with outrageous names and estranged aliens.

JAMES POND 3

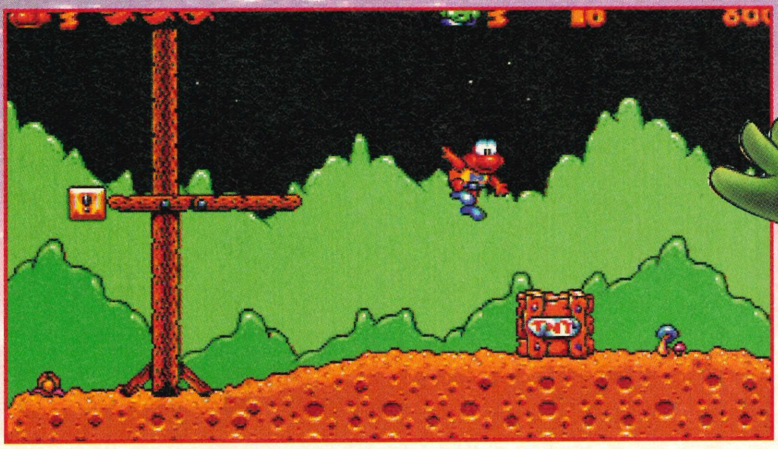
OPERATION STARFISH



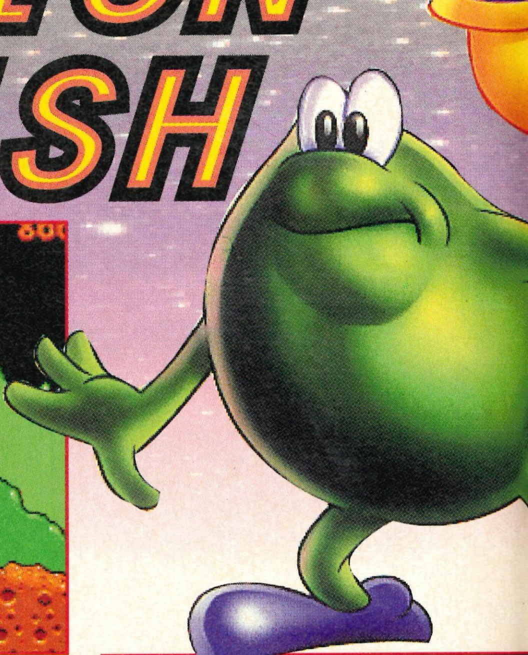
MEGA DRIVE

Dr. Maybe has returned to cause even more havoc. This time, his plan is to mine yoghurts, ice cream and cheese from the moon's rich mineral supplies. As usual, F.I.5.H. have heard on the grapevine of the villain's intentions to create a monopoly on dairy products. Without a moments hesitation they send in their best agent, James Pond.

Not only must he prevent Dr. Maybe from succeeding in his plan, but three F.I.5.H. agents must be found and rescued. Dangerous traps, natural hazards and unwelcoming aliens are all out to prevent our intrepid hero. Pond really has his work cut out this time and his future as a secret-agent sprite rests in your hands. We hope you can handle the responsibility.



Is James really The Nations Top, we think he's cool, but his revamp has changed his image too much. Anyway, he's still game for a laugh and if he jumps on that box of explosives he may be in for a skyward journey to planet mould.





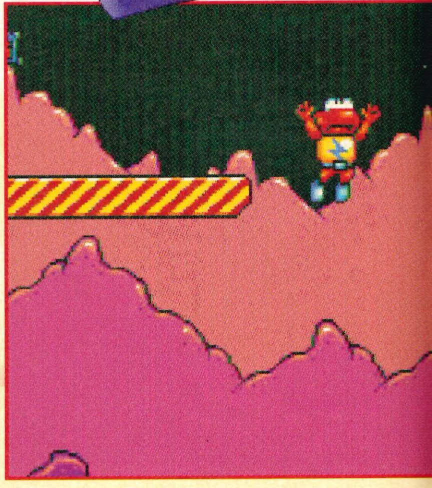
Do you enjoy being lost within a maze of hidden levels and secret passages with a tortuous style of gameplay? If so, you're probably a war-torn victim of one of the garish James Pond platform adventures. Yes, he's back, in the biggest and toughest game yet, on a whacking 16Mbit cart with 100 levels to find and complete.

The first thing to strike you about this game is its sheer size. A stupendous 100 levels make up the cheese planet and completing this will be no mean feat. Not only is it big but it's very difficult. Usually, games with tens of levels offer little challenge until you're halfway through. This is not the case with *James Pond 3.*, the going is tough from the opening levels.

Operation Starfish mainly differs from Robocod with its style of graphics. Previously they were of a large, blocky style with massive backgrounds helping to create a colourful scenario. As you can see from the screen shots, sprites are small and follow more of a *Super Mario* styling. This tends to be too repetitive and it isn't until you become engrossed in discovering new levels that the game really takes a grip. Be prepared — *Pond 3* isn't as instantly appealing as its immediate predecessor.

There are numerous items to collect, the main source of points being half moons. These are relatively easy to find but there are so many of them that it's often overwhelming and irritating. Other items can be used to help throughout your quest, like umbrellas that fall slowly through clusters of half moons, the more you collect or the more aliens you kill — the better your bonus score will be.

To finish a level there are exit-posts that must be activated. Using various items you solve puzzles, adding further to the challenge of the game. However, roaming through

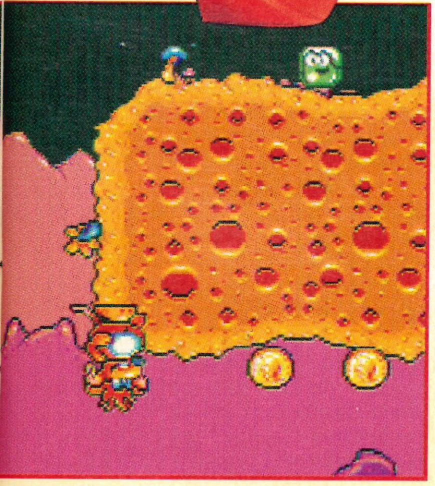


level upon level of item-ridden zones could prove to be too much. To divert you from the standard style of gameplay there are vehicles to be driven and a helpful side-kick, Finnius Frog, to find.

Pond 3: Operation Starfish uses the traditional side-on view which has helped make so many platform adventures popular. The map is presented as an isometric view and you scroll across, accessing completed levels at any time. It's all so similar to a Mario game that it could be a little

Fermentation of cheese can take between two weeks and two years until the desired taste is reached.





too dated to appeal to experienced gamers.

The music isn't as memorable as the previous Pond game, but it's still jolly and adds to the overall atmosphere, making the game more enjoyable. Various speech samples and numerous sound FX add a touch of humour, but nowhere near as much as Pond 2.

To complement the atmospheric, up-beat music, everything tends to flow at a furious pace with Pond racing along at astounding speeds, often upside down. The scolling between each section manages to keep up with his sprinting efforts and the whole game races along (at least until you run into one of the tiny alien beings).

There are weeks of adventuring to be had with this game. It looks good, it's fast and there's a huge amount of challenging gameplay. *Pond 3* is one of the biggest platform games for this Christmas, but it may prove tedious to all but hardened Pond fans.

● **Jason "fishy wishy" Johnson**

PROTIP



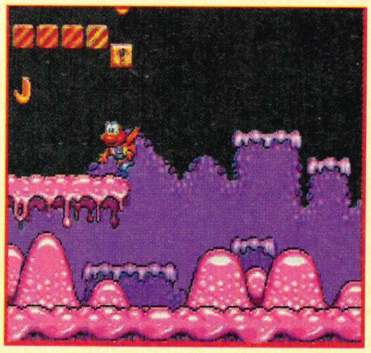
Holding down the A button will help Pond race across the cheesy wastelands. When you're having trouble reaching a high platform try taking a running jump to reach them with the A button held down.

I WANT A SECOND OPINION

James's third foray into the uncertain world that is Sega is slicker than ever before with some of the most smoothest spites I've seen in a while. This aids the addictive gameplay which is punctuated perfectly with humourous little effects. The sound effect quality is also high, but the tune is as annoyingly catchy as his last outing and can become quite irritating, especially in difficult sections.

I'm sure this will be a huge Christmas smash and quite rightly so as Agent Pond is one of the few Sega characters that has style as well as staying power. Stay shaken and not stirred and get stuck into a great adventure

SIMON



Pond, dare I say, 'strikes a pose' just before leaping into the bath of black currant blancmange.

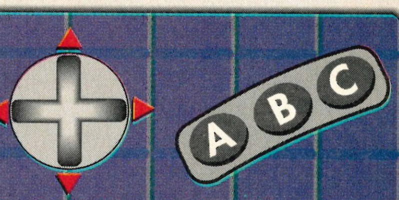
MEGA DRIVE



JAMES POND 3 OPERATION STARFISH

ELECTRONIC ARTS ● £49.99 ● OUT NOV

CART SIZE 16Mbit
PLAYERS..............1
STAGES...............100
SKILL LEVELS.........1
FEATURES....passwords
CONTACT
Electronic Arts ✆ (0753) 549442



Your D-Pad will move Pond around the screen in the normal eight directions. Button A is used to run faster, B makes Pond jump and C picks up and uses an item. C can be used to make Pond punch, which is particularly useful when you want to exit a level.

ACTION — STRATEGY

GRAPHICS 82%
▲ Smooth scrolling and animation coupled by several humorous sprites.
▼ Small sprites and plain backgrounds give it too much of a Mario feel.

SOUND 84%
▲ Bucketful's of sound FX and various atmospheric background tunes have been included.
▼ The music doesn't touch the brilliant theme tune to *Pond 2: Robocod.*

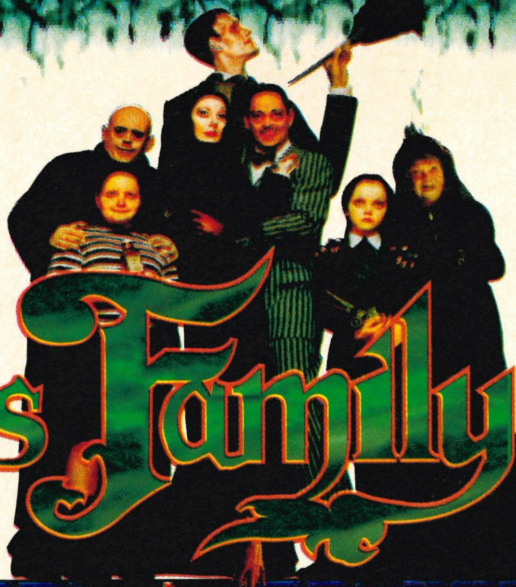
GAMEPLAY 81%
▲ Various controls make Pond a flexible and easily controllable sprite.
▼ This may prove to be a dull and repetitive game to action worshippers.

CHALLENGE 91%
▲ What with 100 levels to search and complete no other Pond game comes close.
▼ Possibly a little daunting to inexperienced games players, but you have to start somewhere!

PROSCORE 83%

This is the biggest platform adventure to be released this year, but size isn't everything. Still, if you enjoy James Pond games you'll absolutely love this.

Processed cheese, like Wimpy and MacDonalds serve up, is a blend of several types of cheese.



The Addams Family

Abigail Craven has been rumbled. After a failed attempt to evict the Addams family from her dream mansion, there is only one thing for it. She must use witchcraft to cast a spell over these bizarre individuals and drive them out! The best way of doing this is to make them vanish into hidden parts of the house, never to be seen again. "It's perfect" she cries!

Abigail's plan works brilliantly except for one minor detail – she forgets to bewitch Gomez, the head of the family. Being the smart gent he is, Gomez discovers the evil woman's scheme. To save his family he will have to think and act fast. It's crunch time for Gomez and possibly the end of The Addams Family.



At the start of the game you are given a clue as to the whereabouts of the first puzzle-solving item. Stand on the tombstone, press a button and kill the skeleton for this intriguing key.

Available on the Mega Drive as an above average platform adventure, *The Addams Family* is surely a welcome sight to handheld owners. Recently revamped as a poor American situation comedy, it would appear the ghoulish crew is aiming to make a comeback.

The quality of GG graphics has improved considerably this year; you only have to look at *James Pond 2* and *Fantastic Dizzy*. *The Addams Family* is again very impressive with top marks for attention to detail.

PROTIP Keep hold of your 'thing' until you really need it, but don't forget you can collect this invincibility shield time and time again.

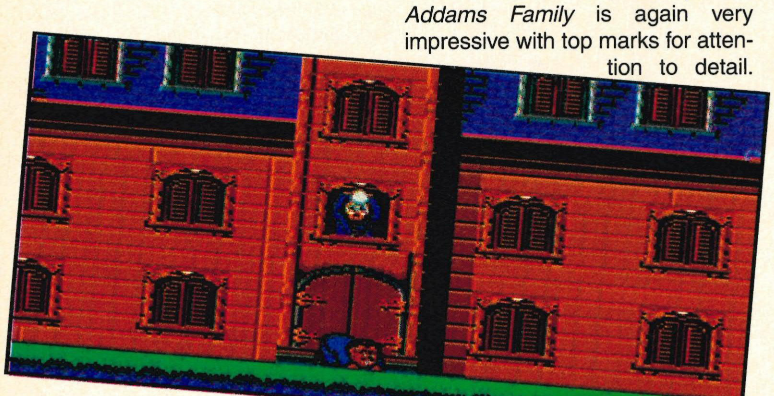
Sprite animation is average, but there are numerous sprite-detection problems and these are very annoying.

As on the 16-bit version of the game, you control Gomez in a standard format platform adventure. The task ahead is to rescue Morticia and other members of your family, but before doing this heaps of puzzles and an apparently endless army of nasty sprites and dangers must be dealt with. *The Addams Family* may be fairly ordinary in this context but it's unusually addictive and considerably challenging.

Unless you can spare enough time to play games from start to finish (if you're using batteries they may well run out halfway through) a password system is a necessity, so why isn't there one? A serious fault and one that could easily have been amended, but it has obviously been overlooked.

Again, it has to be said that if you enjoy platform adventure games with an above average puzzle element, you'll not go too far wrong with this. It features the original theme music (wooaaahhh!) and looks great, but a lack of originality could leave this game out in the cold.

● Jason "bolt-croppers" Johnson



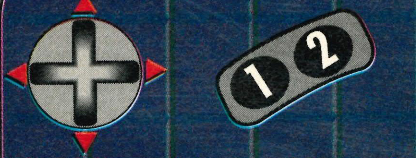




THE ADDAMS FAMILY

ACCLAIM ● £27.99 ● OUT DEC

CART SIZE 2Mbit
PLAYERS................1
STAGES ....n/a
SKILL LEVELS.........1
FEATURES ....n/a
CONTACT
Acclaim ✆ (071) 3445000



The D-Pad moves Gomez around the screen in each of the normal eight directions. Button 1 makes him jump to reach various items and power-ups. Button 2 lets him access doors, but only if he has the corresponding key.

ACTION / STRATEGY

GRAPHICS 77%
▲ Detailed graphics creating a sinister moodwith creepy crawlies everywhere.
▼ Serious sprite detection-problems leaves a rather sour note on the graphics.

SOUND 79%
▲ You find yourself humming the well known theme tune after prolonged play.
▼ Music can become repetitive as there aren't different tunes for each level.

GAMEPLAY 73%
▲ This is a big game and the puzzles are far more taxing than in *Fantastic Dizzy*.
▼ Solving the various puzzles can become a bit tedious and frustrating.

CHALLENGE 81%
▲ A huge puzzle adventure that should take a considerable time to finish.
▼ This is annoyingly difficult to play with the omission of a password system.

PROSCORE 77%

Too many faults leaves this challenging puzzler at a loose end and spoils what is otherwise a great game. Puzzle fans should relish the mighty challenge.

Witchcraft is the manipulation of supernatural forces usually towards evil ends.


A STATE OF EMERGENCY
Puggsy's no work of art, but when it comes to brains he's way ahead of his time.
But this time he needs help. Stranded on an alien planet after his spaceship has been stolen, Puggsy has to travel through seventeen different levels, each packed with cunning puzzles, frantic games and hoardes of unfriendly aliens.
Using a unique system of Total Object Interaction (TOI) you have to guide him on his quest to find his ship, and get home.
With stunning graphics, amazing music and a complete Junior section for younger players — Puggsy is one orange blob who desperately needs your help.
P.S. Due to the fact that he just isn't smart enough, Michelangelo will not be appearing in the game.
If Puggsy's just too smart for you, call the helpline.
92% Sega Magazine
90% Mega Drive Adv. Gaming
90% Mega Tech
91% Sega Mean Machines
YOU DON'T HAVE TO BE A GENIUS BUT IT HELPS.
WIN a Mega Drive and a copy of Puggsy. Plus 5 runner's up prizes of games. Just answer this question: Who is Michelangelo? a) Centre forward for Lazio b) A painter c) MacDonald's Chip-fryer Send your answer on a postcard, stating your name, address, age, type of computer and the name of this magazine. To: Puggsy is the smartest swinger in town, Psygnosis Competitions, Dept. 1770, Winterhill, Milton Keynes MK6 1HQ, UK.
AVAILABLE ON AMIGA, MEGA DRIVE AND MEGA CD.
PUGGSY
PUGGSY WAS HERE
HELPLINE 0891 101 275
All calls cost 36p per min. cheap rate, 48p at all other times. Please ask the bill payers permission before using the phone. For a full set of rules send SAE to Psygnosis, South Harrington Building, Sefton Street, Liverpool L3 4BQ. Entries must be received before 31st December 1993.
FROM THE UNITED STATES OF PSYGNOSIS

ROBOCOP VS TERMINATOR

You are the law enforcer of the future, a cyborg who's armed to the teeth. Your mission, to save mankind. The only way of doing this is to destroy Skynet's super-computer, an objective that must be reached by time-travel. In the future, machines rule the planet and Skynet rules the machines.
To complete your task you must travel through level after level of hostile wasteland. The Terminator has jumped through time to co-operate with Skynet and assist them in their struggle for world domination (wouldn't you know it). Only Cyberdyne System's Robocop is capable of standing in their way and saving the planet from a future that has no place for humanity. He needs your help, after all, he's only (half) human!

It's a sad fact but if there's a big film currently showing you can bet there will be a video game released before the film finds its way onto video. Two of the biggest box office hits ever, The Terminator and Robocop, have teamed up in what can only be described as an attempted 'block-buster' of a game.

Surprise, surprise, this is an all-action platform shoot-'em-up that takes you through 10 side-on view levels, each with prime directives to destroy or rescue. Levels two, three and five require you to rescue hostages or save employees, whilst the remaining levels test your seek and destroy skills. Other than these slight diversions, the aim of the game is to blast anything in sight. Personally speaking, I think this creates a repetitive and fairly mundane game.

The earlier levels are simple to go through and more often than not you come out at the end without a scrape. The end of level guardians vary in toughness – (the Streets of Detroit nastie being a very hard one to beat). Other than guardians, baddies tend to be very similar in attack patterns and are simple to kill with a powerful weapon.



Saving the day is what it's all about but our hero Robocop doesn't look too healthy at the moment. Is the mighty metallic monster too much for him? Try switching to the more powerful weapon and you could be in with a better chance!

Prime directives are the main source for points and once they have been achieved, collecting special weapons and power-ups is all that remains. This is fun for the first few levels but as the game progresses you expect things to change. This dated concept is far from awe inspiring and you can't help feeling something new could have been produced with the massive 16Mbit cartridge.

It would appear that the memory has mainly been made available for the graphics. The sprite animation is very smooth and there's a wide variety of nasties to combat. Special FX include water-hydrants bursting, windows smashing and a fair range of beams and bullets. Several guns and lasers are available, the plasma-rifle being the most impressive in action.

Machine-gun and laser fire are bound to create one or two problems as far as sound FX are concerned. You want to hear the scream of the victims and the rapid gunfire but if the background music is droned out it's all or nothing. *Robocop VS The Terminator* is one game where unless you turn the sound FX off (!) the background music is barely

PROTIP



There are no ammunition supplies to worry about so keep your auto fire blasting away. Shoot in all directions and switch to your weakest weapon if you're about to die.





noticeable.

Each of the seven guns are far more powerful than the standard pistol. You're often left with a real disadvantage if you lose a decent weapon, so keeping track of your energy is imperative. When Robocop dies the currently selected weapon is automatically lost – a real pain!

Reminiscent of classic shoot-'em-ups like *Green Beret* and original Robocop games on the Amiga, the experienced gamer may be less than impressed with this release. If, however, you're new to video games (or still enjoy simple, no-nonsense slash and burn) the graphics and fast-paced action will probably appeal. Special items and weapons galore make for a fun but rather dated platform blaster.

● **Jason "go ahead!" Johnson**



● Duck and fire to kick the Arnie out of these Terminators. Be careful, unless you're armed with the Plasma-rifle you won't kill him in one go, as in the film, he comes back at you again and again and again...

I WANT A SECOND OPINION

I must say, I enjoyed the films of these two much more than their combined presence in this game. It does what it does quite well but what it does is pretty limited and uninteresting. If you've had a bad day the mindless violence might be quite fun for a while but you'd probably get more satisfaction from *Mortal Kombat* or another more 'hands-on' beat-'em-up. The animation is obviously an improvement on older action-platformers and there are a few more weapons. Maybe you shouldn't expect too much from these 'game-of-the-films' but this is very predictable stuff.

PETER





James Cameron directed The Terminator and Arnold Schwarzenegger is best buddies with him.

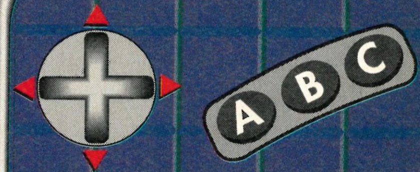
MEGA DRIVE



ROBOCOP VS. THE TERMINATOR

VIRGIN ● £49.99 ● OUT NOW

CART SIZE 16Mbit
PLAYERS 1
STAGES 10
SKILL LEVELS.........3
FEATURES .....continues
CONTACT
Virgin ✆ (081) 9602255



The D-Pad moves your character around the screen and moves the direction of his gun. Button A is used as a weapon select and B fires the currently selected weapon. C is used to jump in the chosen direction.

ACTION / STRATEGY

GRAPHICS 83%

▲ A huge amount of detail has been used in each of the many sprites.
▼ Several backgrounds are bland and unexciting to look at with dark colours.

SOUND 77%

▲ When you can hear it, the background music is both atmospheric and up-beat.
▼ As various weapons and screams blast through the speakers there is often a muffled noise.

GAMEPLAY 68%

▲ Numerous weapons and power-ups are to be found hidden in every level.
▼ Repetitiveness soon leads to boredom and this game sure is repetitive.

CHALLENGE 79%

▲ Features tough guardians, a huge amount of baddies to kill and hidden levels to find.
▼ Early levels are too easy and it isn't until the final guardians and later levels that things get tough.

PROSCORE 77%

A movie star platform shoot-'em-up which looks good and is easy to play, but the general concept is far too dated to appeal to anyone but newcomers.

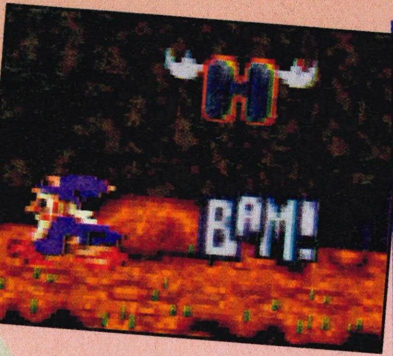
Wiz and Liz used to cast their magic in good will and enjoy a safe and wonderful world of living beauty and tranquillity. Sadly an evil shadow has been cast over a number of lands and only the magical capabilities of these two characters will put and end to the unsuspected corruption that has shed tears amongst the innocent folk who inhabit this world.

The main objective for Wiz and Liz is to scale each land and save the fluffy rabbits. They can create a number of spells that will help them on their mission and ensure that they manage to prevent evil getting a grip on them too. Planet Pun is in danger and only the very best spells will help stop its decline!

Psygnosis's latest offering carries a magical theme as Wiz and Liz are two magical characters with an ability to mix fruits to produce over 100 different spells. Wiz and Liz must travel through 56 levels made up of 10 different lands in an attempt to save all the rabbits and kill off the guardians.

You'll begin as either Wiz or Liz in your homeland where a black cauldron stands next to





a wooden shack. This is where all the fruits you collect are kept. When you feel you have a nice combination of apples, pears, strawberries, mangos etc. then you can put them in the cauldron and boil up some tasty recipes to help you through the game.

The action on each land is instantly very fast and it soon becomes evident that this is a game of time – or rather it's a race against time because the clock will tick down second by second as you try to save all the rabbits. When you save a rabbit they either release a letter, a bonus letter, a fruit, a star or a timer icon. The letters are of prime importance as you'll need to collect them to make up



HOCUS POCUS

30 INSTANT TIME ICONS



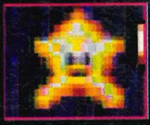
These gold icons must not be missed if you can help it. They'll tend to appear when your time is very low. Grab them quickly so you can finish the level with 30 extra seconds.

3 DELAYED TIME ICONS



You'll see these regularly when you save the rabbits. Collect as many as possible and an extra three seconds per icon will be added after completing the level.

STAR CREDITS



You can collect these on each level but you can also mix the relevant fruits for a star bonus spell. Use these stars to purchase fruits and bonuses in the shop – very useful!

MAGIC METER



This shows you how many fruits you have left to collect before being given a fruit to take back to your homeland for spell making.

BONUS LETTERS



When you've collected all the letters that make up the word BONUS, you'll be able to access the bonus screen where there are loads of star credits and other goodies.

OPEN EXIT

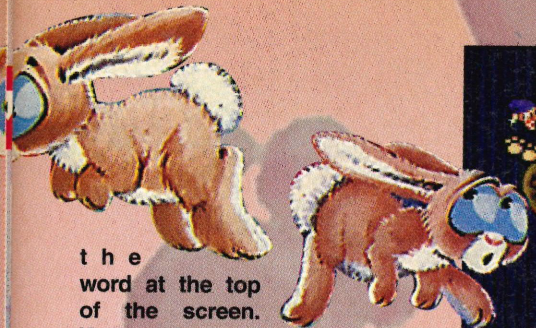


This will rotate when you have completed the word at the top of the screen and saved all the rabbits on the level.

FLASHING RABBIT



On harder levels, the flashing rabbit must be saved before it explodes! If you're too late then you'll lose all your letters and have to start all over again.



the word at the top of the screen. You need to collect enough of one type of fruit to take back to the cauldron when the level is complete. When all letters, fruits and rabbits are collected the exit will flash and you can dart to safety.

The action can be very exciting as you make desperate attempts to find the extra time icons. It's only the repetitive gameplay that lets the overall content down. There are always the same rabbits to collect and each land scrolls left and right with the size being only three screen lengths!

Despite the poor effort in producing contrasting levels, the fruit mixing options do wonders in lifting the appeal of *Wiz 'n' Liz.* With over 100 spells on offer the incentive to discover what a spud mixed with a carrot will produce can be huge! Some spells are almost useless as an orange and a banana will produce an 'absolutely nothing' spell and two carrots will just give you a 'sound test'. The best spells will give you extra lives, access to a shop, a hint shack, a game of 'wabbit invaders', and much, much more!

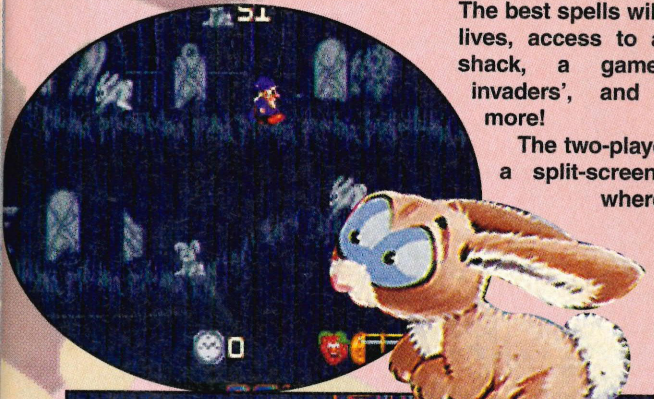
The two-player option offers a split-screen game mode where the aim is to win lands from your opponent. This can be very exciting with time and speed giving the play a harder, competitive edge. The hidden features give players a good incentive to play for a long time despite the limited level structure.

Young players will particularly enjoy the magical theme and although this is very much a mediocre release, it has its strong points with original bonus features and nice audio effects.

● Mark "Arcade wizard" Hill

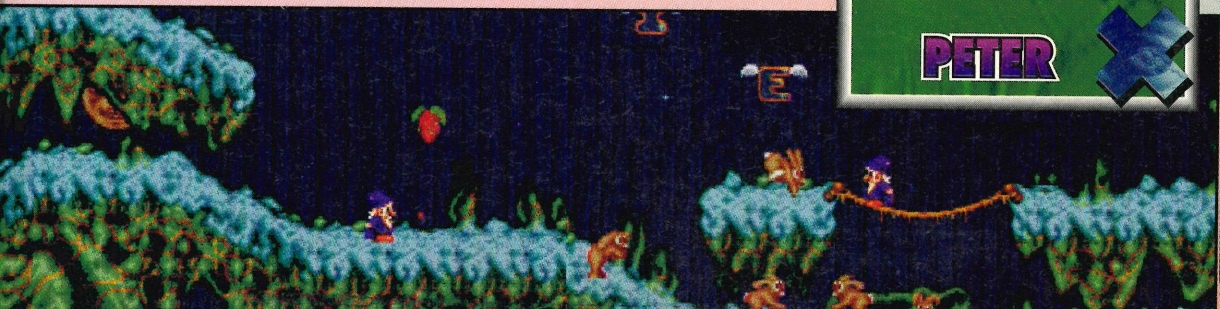


The guardians come in different shapes and sizes with most filling a great deal of the screen. They are generally very easy to defeat as these clumsy over-sized sprites move with little animation and aggression.





Once you have collected all the letters to make the word at the top of the screen then it's time to save all the rabbits on the level before time runs out. On the harder levels the flashing rabbits must be saved quickly otherwise you'll lose all your letters!



PROTIP To access the shop for buying and selling icons you'll need to mix an apple with a banana



I WANT A SECOND OPINION

At first, I found the gameplay very samey and was reluctant to investigate any further but on closer inspection I had to grudgingly acknowledge that this was not a bad game. Granted, its format is hardly original, but some trouble has been taken over it, giving the animated characters a screen personality (even the vegetables). The game-within-a-game idea is quite nice but after you've played them once they're a bit annoying. What saves it from utter mediocrity is the two-player option that keeps your interest that bit longer. Surely, though, there must be better platform-adventures around?

PETER

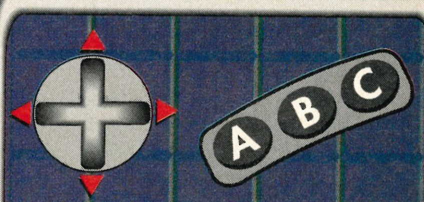
MEGA DRIVE



WIZ 'n' LIZ

PSYGNOSIS ● £49.99 ● OUT NOV

CART SIZE 8Mbit
PLAYERS................2
STAGES 52
SKILL LEVELS.........2
FEATURES ....password, versus
CONTACT
Psygnosis ✆ (051) 709 5755



Use the D-Pad to move Wiz or Liz left and right. Press A or B to jump and hit C to drop to a lower level. Press START to pause the action.

ACTION / STRATEGY

GRAPHICS 82%
▲ The speed works well due to the smooth screen scrolls and character control.
▼ There is little difference in the background and platform visuals between levels.

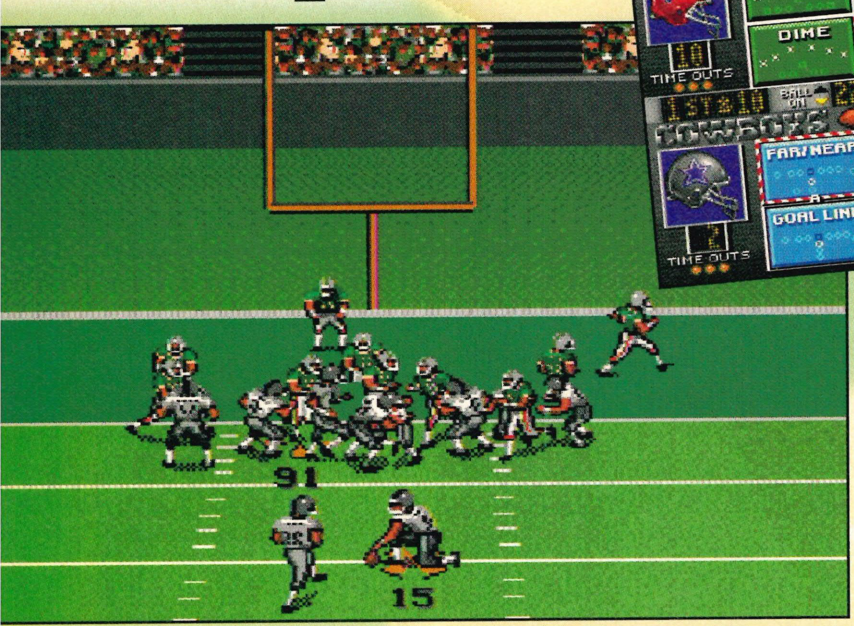
SOUND 84%
▲ There are 40 different sound effects making the overall audio contribution immense.
▲ It's also good to see no less than 29 different tunes throughout the stages.

GAMEPLAY 79%
▲ It's great fun collecting the fruits to discover new sub-levels and bonuses.
▼ Sadly, each level has a very small play area, leaving limited room for exploration.

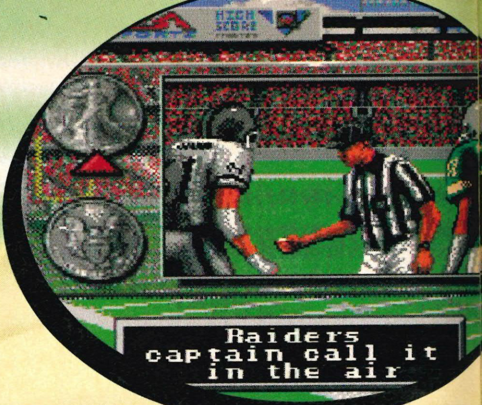
CHALLENGE 85%
▲ Reaching the guardians and finding the elusive new fruits takes quite a long time.
▲ Two-player mode is very competitive thanks to a combination of speed and addiction.

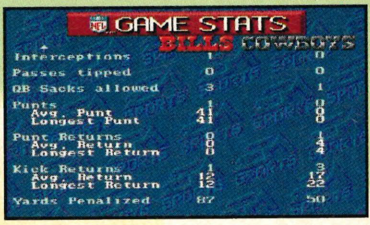
PROSCORE 79%

Despite the limited and basic platform structure there are plenty of hidden features to keep players mixing spells for quite some time.

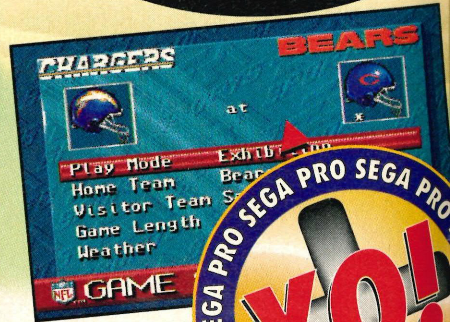


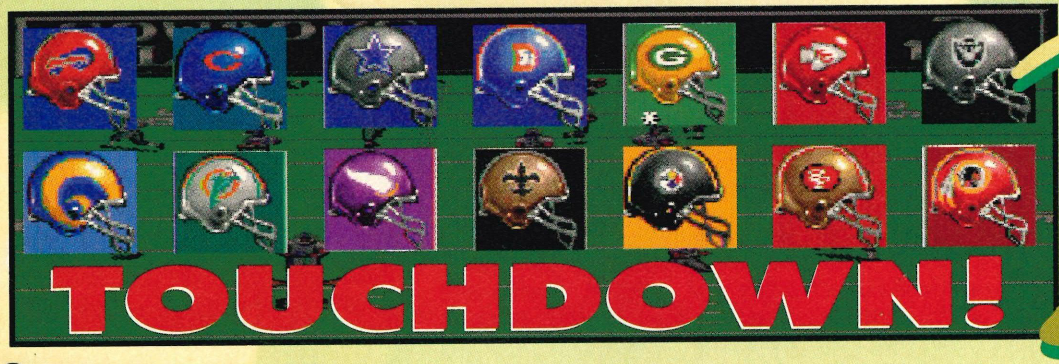






As seen on TV and a hallmark of EA Sports these days, you'll find comprehensive stats of each game.





Madden NFL 94

American Football, America's dream sport, involves well-established teams from all over the USA competing in a national league system. The Superbowl is the stage for a final between the top two American cities, an occasion that is the equivalent of the FA Cup final in the UK. No doubt the influence of British sides, such as the London Monarchs, will have helped to introduce audiences to this top US event.

Now the Madden series steps up a gear as the 94 version makes a touchdown on British soil. This time EA sports have included battery back-up, so your season can now extend to lengths of virtual realism; with TV stats, strategy and overviews that have become the hallmark of EA Sports' programming engines.

The John Madden series is different to many chain series releases as the gameplay here tends to get better and better. *Madden NFL'94* breaks away from the 'off-the-field play' upgrades with the game structure focusing more on pitch perspective, scaling proportions and player sprites. EA sports use a whole new game engine that puts a fresh spark into the Madden series as programmers strive to perfectly reproduce every element of an American Football match.

If we look at the all-important competitive element of the Madden series, the change here comes in the shape of a four-player mode, so you can get your mates around for a blinding 16 game NFL season featuring 72 new offensive players and over 40 NFL teams – past and present.

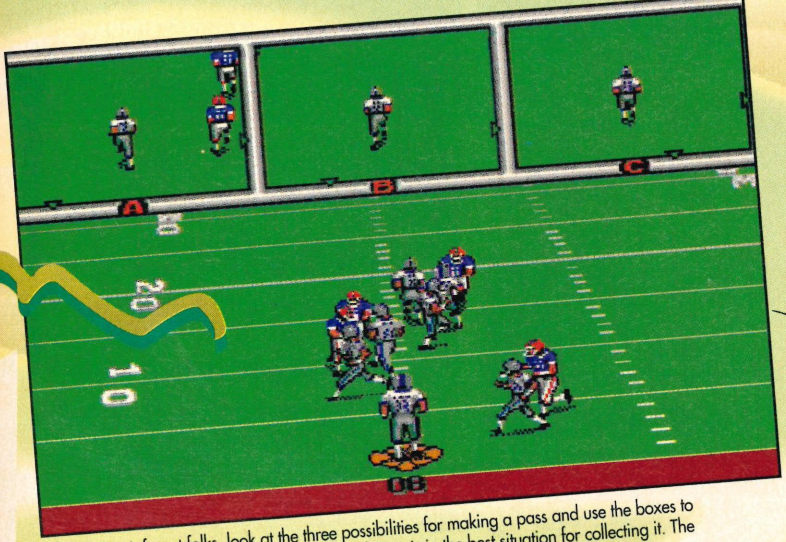


The playing interfaces were sophisticated in College Football, for *Madden NFL'94* they are presented in the same way but with an added 'flip' option so that moves can be made to the left or right. For those who are unfamiliar with the Madden control system, each playing interface is made up of box diagrams and from these a player must select their next strategic move, whilst assessing their position on the field. They are used for 'defense' and 'offenses' with each choice of three moves represented by one of three arrows.

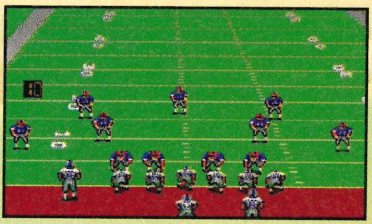
The most significant visual difference from the last Madden show is the pitch perspective and players. You are now closer to the action, with a lowerpoint-of-view allowing the eye to see



Here's a great view of the American bowl stadium with a packed crowd and a thrilling atmosphere. The pitch is looking in top condition as the crowd await the arrival of the two competing sides. This is America where some of the world's top stadiums are found. Used mainly for the US national game they will also cater for the World Cup'94 tournament games next year.



Don't forget folks, look at the three possibilities for making a pass and use the boxes to decide which of your three receiving players is in the best situation for collecting it. The 'Hail Mary' throwing action is a popular choice for long range throws.



The LA Raiders are on their own goal-line so it's wise here to punt the ball up-field.



further back up the pitch. The players themselves have been enlarged for extra definition. The action-replay option comes into its own with a flexible slow motion control system that relives those golden moments (like a 40 yard run or a 'shot-gun' style touchdown).

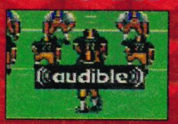
Sound effects continue to play with the American TV theme; the commentator's accent, artificial crowd noise and realistic thuds and clatters as players collide. The music accompanying a touchdown is still included to enhance that feeling of achievement as the ball gets forced across the line.

The 16 Meg battery-backed cart puts icing on a well made cake, as a season can be saved at any point. Players are given the freedom to view old scores and keep a history of records and achievements.

I think you'd have to be a real American football fan to go out and buy NFL Madden'94 if it's just to add to the collection. The changes stand out and look impressive, but the gameplay itself has changed little. However, there is no doubt that EA Sports know how to produce a good sports simulation, with every aspect of virtual team-play working together to create that atmosphere of action and excitement.

● Mark "Time-out" Hill

PROTIP Don't forget to make use of the Audible option, as this will call your players to switch the play pattern in an attempt to confuse the opposition.



I WANT A SECOND OPINION

As an American Football fan since it was first shown here in the early eighties, I was sceptical that any simulation could incorporate the strategic complexity of the sport, whilst remaining playable. *Madden NFL'94* tackles almost all my doubts. As in the real sport 'defense' is easier to master and provides the basis for any victory. Throwing long passes is difficult (as it should be) but nothing beats the thrill of a 22 yard completion to score a touchdown. If you like the sport, or you just enjoy tactically pounding your friends into the turf, you'll love this new Madden.

PETER

MEGA DRIVE



MADDEN NFL '94

EA SPORTS ● £TBA ● OUT NOV

CART SIZE 16Mbit
PLAYERS................4
STAGES..............n/a
SKILL LEVELS.....n/a
FEATURES......save, vs
CONTACT
Electronic Arts © (0753)549442

Whilst attacking, press A to call an audible, press B to 'hup' and C to bring up the ABC play interfaces. Whilst Defending, press A to call an audible, press B to select a player and hit C to engage the current defence move. Use the D-Pad for moving the players and directing kicks. START will take you to

ACTION / STRATEGY

GRAPHICS 90%
▲ The new pitch perspective helps the player see more of the pitch for strategic planning.
▲ The player sprites are larger, clearer and help to enhance the viewed action.

SOUND 87%
▲ The speech samples for audibles and commentary put you in the mood.
▲ When it's a touchdown the tuneful music plays as you celebrate a score.

GAMEPLAY 91%
▲ There are many moves to learn and adapt to, so every game becomes a strategic battle!
▲ The combination of comprehensive stats, closer action and replays adds to the fun.

CHALLENGE 95%
▲ With a four-player option now included, all four of you are in for a great season!
▲ The 16 Meg battery-backed cart means your Football history will not be forgotten.

PROSCORE 91%

Another terrific sports release from EA that uses a considerably upgraded game engine. The Madden series continues to earn ratings in the 90s.

 The 'Mexican Wave' common in American Football and Soccer was originally invented for the Olympic games.

REVIEW

MEGA-CD

Peter Parker is not your everyday journalist at the Daily Bugle — he lives a double life as Spider-Man. For years his disguise has been kept a secret and for years he's battled with the villainous underworld, often supplying red-hot reports to his beloved rag. Now, the Kingpin is threatening the lycra clad hero after blaming him for setting bombs around the metropolis due to explode at any moment.

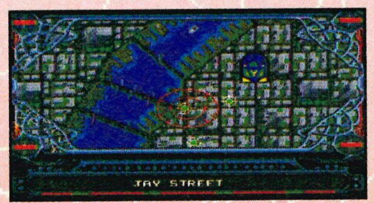
Spidey has starred alongside several other Super Heroes over the last few months and finally he's back doing a solo act. This may make his troubles more hectic but it's all in the day of such a top guy. We all anticipate that his very own Mega-CD game will do him justice.



SPIDER-MAN Vs KINGPIN

The original cartridge version of *Spider-Man* was reviewed in issue # six of SEGAPRO. It received an impressive 85% and was one of the best platform adventures on the market. Now it's sold as a budget title and what better way to revive the solo Super Hero than in his very own Mega-CD game.

To date, Mega-CD releases have concentrated on looking good with discs full of FMV, rotoscoping and the like. So, as soon as I heard Spider-Man was making a comeback, I rushed to our nearest and dearest importer to see if it followed the trend. How disappointed I was to see the graphics are practically the same as the original MD game with the exception of a few cartoons. Struggling to retain my initial enthusiasm I battled on and discovered that this game was made to be big.



Use this map to scroll across the City landscape and select the zone you want to enter.

There are 65 levels to complete, the majority of which must be searched from top to bottom. This proves extremely monotonous and even after ploughing through various subways, sewers and high streets of the good old US of A, I was bored stiff. You're offered little challenge from violent assailants and the best thing about the whole game is swinging to-and-fro on the Spidey-Web and listening to the head bangin' music.

I am extremely disappointed with this game despite offering over 60 levels. It's uneventful, dull to look at and even the various antics Spidey performs fail to add excitement. Even if you're a Spidey fan I'd avoid this and change your taste in Super-Heroes.

● Jason "deeply saddened" Johnson





PROTIP Search high and low through each of the levels in an attempt to find the hidden pieces. Jumping over the exit symbol into hidden areas often leads to power-up filled rooms.



SPIDER-MAN VS THE KINGPIN

SEGA ● £39.99 ● OUT NOW

CD ACCESS ...medium
PLAYERS ...1
STAGES ...60+
SKILL LEVELS ...3
FEATURES ...continues
CONTACT importer

The D-Pad moves Spider-Man in each of the eight directions and if used with the buttons will make him walk on ceilings, swing through the air and climb buildings. A gains access to the levels and punches, B fires a web and C makes him jump.

ACTION / STRATEGY

GRAPHICS 18%
▲ Er, the scrolling is smooth and there is a variety of scenarios but...
▼ There's nothing the Mega Drive couldn't do, or would want to do, included.

SOUND 84%
▲ Well above average music which has been specially recorded for the game.
▲ Good use of speech and it's accurately superimposed over the animation.

GAMEPLAY 34%
▲ Special weapons and various web-slinging antics are fun for a while.
▼ Repetitive, boring and uneventful are a few words that come to mind.

CHALLENGE 57%
▲ This is a very big game that requires endless searching through levels.
▼ The attacking villains are easy to kill and fail to make Spidey's life difficult.

PROSCORE 37%

A step in the wrong direction for Mega-CD software and it's very unlikely to attract any newcomers to the machine. We can but wait with baited breath.

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REVIEW





ZOM



For a truly disconcerting experience, the zombies mutate into clones of yourself, no particularly helpful at times! The gameplay can get a bit frenetic so be prepared t confused by this! But then, that is the idea I suppose.



These axe-throwers are mean hombres and are not characters easily killed. The best approach is avoidance really, and you can do this by making the odd random move in the control of your player sprite.

MEGA DRIVE

Your friendly Mega Drive has had more than its fair share of bumps, grunts and strange goings-on recently. In the last few months, we've shaked through Haunting, rattled with the Addams Family and now it's time to roll with the Zombies. You see, strange things are afoot. Hideous creatures of the night are rising up all over the neighbourhood intent on feasting on your friends and neighbours. Well, if it was my neighbours I'd let them get on with it, but no, that's not allowed (standing idly by doesn't seem to be much of an option in the world of videogames).

This release is from LucasArts via Konami and with a pedigree like that there's not much that can go wrong. So strap yourself in for a tangle with the denizens of the underworld and a wander thorough the massed legions of darkness. Or something...



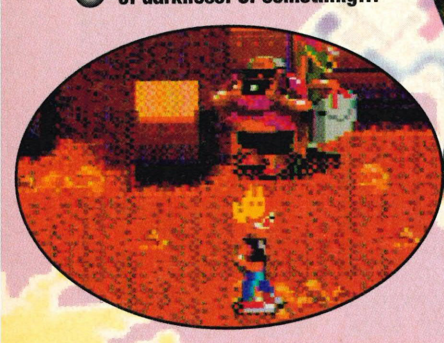
I suppose there are two main ways to approach a game like Zombies: There's the 'maximum mayhem' option where each action is accompanied by sprays of blood and varying degrees of extreme violence. Or, as is the case in this release, go for more of a B-movie approach with crazy spooky music, lots of laughs and varying degrees of extreme violence. Luckily though the violence is more of the slapstick kind – more on that later.

The game presents itself as a cross between Gauntlet and Haunting – the view is in 3D but looking 'straight down'. You are initially armed with a gun which blows the zombies away with a grim but very satisfying burning sound, and the ability to jump on objects like trampolines to get over walls and so on.

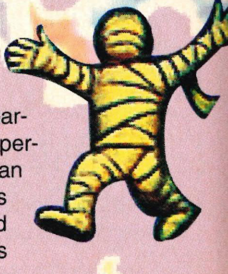
Much of the landscape is mazelike and must be traversed in your search for neighbours to save. Saving them is easy enough – just walk over them (you have a map which gives directions when you're in range) and they'll disappear in a cloud of bonus points. Neighbours come in a staggering variety of forms, from cheerleaders (betraying the game's American origins no doubt) to merry barbequers, crazed babies and lost explorers. Unfortunately, so do the zombies, who also have the worrying ability to regenerate themselves continually from the bowels of the earth. Be prepared to tangle with mad axemen, axe-throwing kids, killer spiders, vampires, mad dogs, giant toddlers and clones of yourself!

This might all sound pretty gruesome but LucasArts have done their best to make the atmosphere more like that of a bad 1950s horror B-movie than a modern splatterfest. Level titles like 'Evening of the Undead' and 'Dr Tongue's Castle of Terror', creepy music with that wobbly organ sound (like something out of Scooby Doo) and the blood dripping over the screen at the end of the game (which eventually congeals into the 'Game Over' legend) all goes to make this a very funny and strangely delightful affair.

Although the gameplay is the same from level to level (and there are 55 of them to battle though), there's simply an enormous variety of locations, from the opening back garden, to the local supermarket, Egyptian tombs, coastlines and so on. I found this variety was









TWO GOOD!

I enjoyed Zombies as a one-player game, but as a two-player affair it really comes into its own. The best strategy is for one of you to lead the way using heavy weapons like bazookas and the grass cutter (invaluable in some levels) while the other nips about dropping clown decoys and picking up keys and rescuing people. The name of the game is cooperation and not competition!

enough to ward off possibly the only complaint one could make about this title – the repetitive nature of the game.

LucasArts have anticipated this potential grumble with the addition of a few surprises: Some of the people to be rescued aren't in easy-to-reach places, so you'll have to find keys to open doors. Also, you have a limited amount of ammo, so remember to look for extra weapons (from more bullets for your gun to a freeze spray and even a knife and fork!). And be careful when opening cupboards – the odd sleeping ghost may not take too kindly to being disturbed! You also have access to a variety of special items, from first-aid kits (for topping up your energy level) to a magic potions (turns you into a werewolf for a limited time) and clowns (drop them to attract baddies away from you).

Zombies has to be my favourite game of the year so far. It's addictive, fun and the attention to detail and atmosphere makes this one of the few titles I'll be spending money on myself. Excellent.

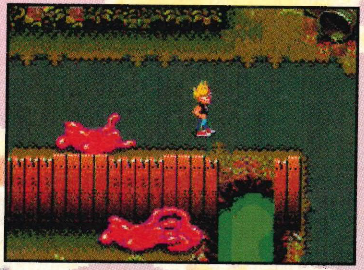
• **Nick "Walking Dead" Merritt**



PROTIP



Don't go too mad with your gun. Only shoot zombies as a last resort – it's best to run from them instead.



Aaargh! The dreaded Toxic Blob monster. They aren't too aggressive but they can cover you in gunk!

I WANT A SECOND OPINION

I found *Zombies* a refreshing interactive adventure that's full of clever graphical animations and special effects. The whole structure has been carefully planned out so the puzzling factors start out as easy barriers to cross – and then become more complex as the player becomes more experinced with the all the different hurdles throughout the adventure.

The sprites are graced with fine detail and combine well with the interactive objects to produce a great brain-teasing adventure. The two-player option can only enhance the already great gameplay with the emphasis here very much on team-work and co-operation. For me *Zombies* is a must.

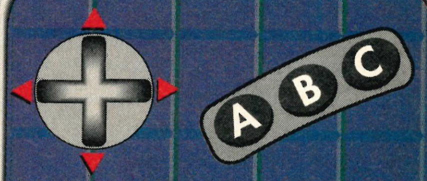
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ZOMBIES

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PLAYERS 1/2
STAGES 55
SKILL LEVELS.........1
FEATURES .....password
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Pressing A & B together allows you to cycle through your weapons. B fires, A & C cycles through your items while C uses item.

ACTION / **STRATEGY**

GRAPHICS 90%

▲ Beautifully-drawn with excellent touches. Contains a superb level of detail.
▼ Reminded me of Haunting which detracted from their impact a bit. Unfortunate timing rather than anything else.

SOUND 87%

▲ The sound serves its purpose wonderfully, which is to create a B-movie atmosphere.
▼ Great music but limited spot effects. Mind you, this is hardly noticeable.

GAMEPLAY 91%

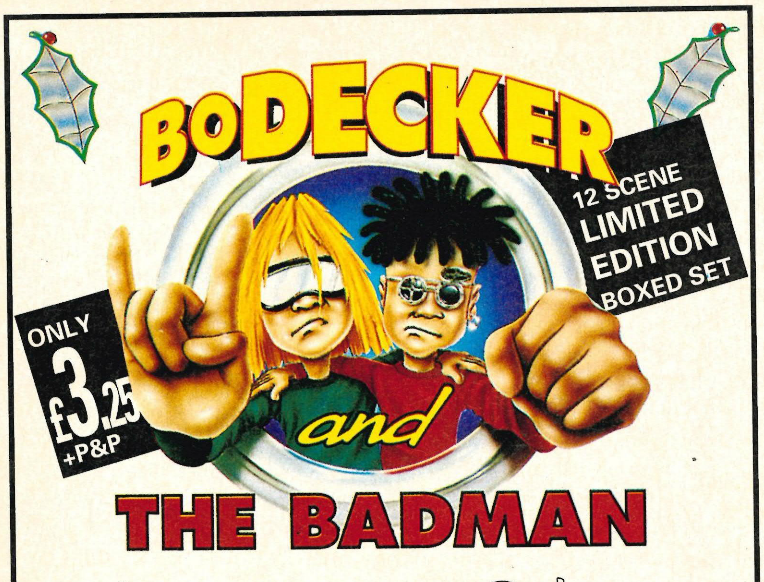
▲ Simple game construction makes this very easy and addictive to play. Plenty of levels, loads of fun!
▲ So much to do and the varying locations, weapons and particularly the special items make the game.

CHALLENGE 90%

▲ More zombies, mad axemen, crazy dogs, Mummies, mazes and UFOs – more and more mayhem!
▲ Perfect difficulty curve. Don't be fooled by the easy early levels – you'll have to be brilliant to reach the end.

PROSCORE 91%

If Haunting is a competitor, this buries it in an unmarked grave on unconsecrated ground. Totally excellent and addictive, I can only say one thing – buy it or die!





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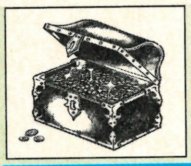
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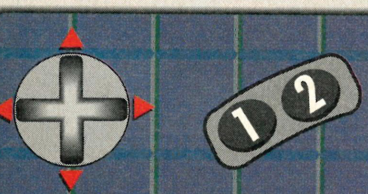


CHUCK ROCK II SON OF CHUCK

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CART SIZE 2Mbit
PLAYERS................1
STAGES 6
SKILL LEVELS.........3
FEATURES.....continues
CONTACT

Core Design © (0332) 297797



The D-Pad moves Baby Chuck around the screen in the normal eight directions. Button 1 is used to punch and button 2makes him jump. 1 can be used to make him reach up higher by using his club much like a step ladder.

ACTION / STRATEGY

GRAPHICS 86%

▲ Superb graphics that resemble the Mega Drive version closer than ever.
▼ A case of déjà vu immediately strikes as you begin to play the game.

SOUND 79%

▲ Jolly sounding background music keeps the interest level at a constant high.
▼ Zanier spot FX and a bit more variation in music would have been better.

GAMEPLAY 76%

▲ Chuck Junior is very easy to control even when swinging and jumping around.
▼ Added variation would have broken an often monotonous style of gameplay.

CHALLENGE 77%

▲ Limited continues and three difficulty levels should keep you battling away.
▼ Overall, this is an easy game with a few challenging levels to battle through.

PROSCORE 78%

A bright and appealing platform adventure with a clever puzzle content. Fans of the original may not be impressed as it simply offers more of the same.



Core Design has collaborated with Tengen to produce the hand-held version of *Chuck 2 Son of Chuck*. A commendable Master System version (reviewed in this issue) goes to prove that the smaller machines can hold their own. First impressions of this release are very positive indeed with vibrant colours and up-tempo music instantly striking a 'good vibes' cord.

Leave Chuck Junior standing for more than two seconds and a glaring face peers out as if to say "get a move on!" The humour from this little guy is refreshing and the whole game carries a theme of silliness that it pulls off splendidly. Bright, detailed backgrounds and jolly sprites make *Chuck 2* a pleasure to play.

Unfortunately the bonus levels have been left out due to the lack of memory, but there are extra lives spread across the levels. There are various puzzles to figure out but they're rarely taxing. The general idea is to find the exit collecting as many points as possible and avoiding the nasties.

There are few Game Gear platform adventures that offer as much humour as this. Bright graphics, adventurous music and a fun-for-all feel uses the 2Mbit cartridge to its limit. Fans of the original may find *Chuck 2* much easier and far too similar but newcomers should be more than impressed.

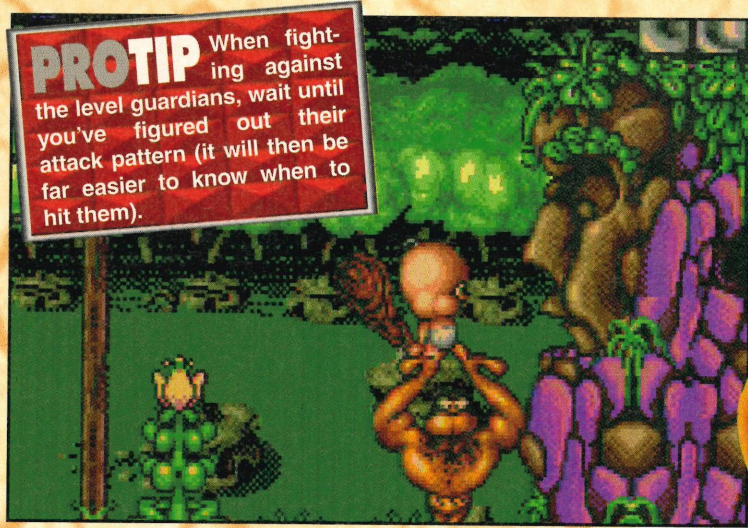
● Jason "ga, ga" Johnson

As the story goes, 18 months have passed and Chuck has developed his talented mechanical skills, eventually raising the cash to open his own factory. Having developed the first domestically available automobile he soon found himself in the big time.

After Chuck had defeated the 'orrible Gary Gritter, he married a lovely lass by the name of Ophelia. Without wasting a moment they secured their marital bliss with the birth of a baby boy. Now being the proud father Chuck saw it fit to call their offspring Chuck Junior.

One night, soon after Chuck Junior was born, Chuck was kidnapped by two burlies from the Datstone car plant. Chuck Junior broke out of his playpen and waved hasta la vista to a stunned Ophelia, proclaiming his mission to rescue his father. This is the story of the little one's adventure.

PROTIP When fighting against the level guardians, wait until you've figured out their attack pattern (it will then be far easier to know when to hit them).



Check out the plethora of colour used for these graphics. It looks as if the GG now has the same palette as the Mega Drive, I wonder! This pic depicts Baby Chuck patiently waiting for the caveman to throw him up to the higher ledge.

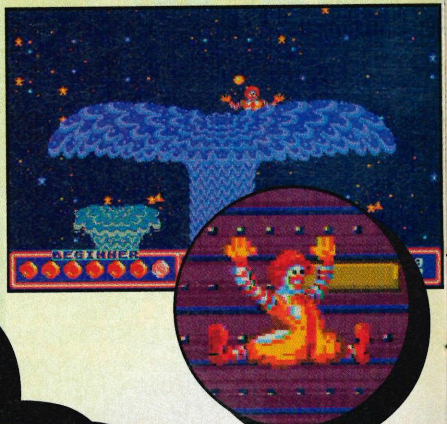


CHUCK ROCK 2 SON OF CHUCK

Henry Ford, the founder of the Ford motor company, produced his first motorcar in 1896.







PROTIP To kill the guardians you must give them a jewel that they will steal from you using a magic power. Stand in the middle of the stream and they'll take the jewel. Then hit them two or three times and they'll die.



Treasure Land Adeventures

MEGA DRIVE

Ronald McDonald and his happy band of fellow burger-addicts are going on a treasure hunt. The loveable — if overweight — character more well known from television advertising and branches of McDonalds everywhere, now features in his very own home console game. Is this the start of a new trend in video games — TV stars turn video game characters?



Ronald was trundling along in the magical forest when he came across a piece of paper. He was about to throw it in a bin when he noticed it was a golden yellow colour. Upon closer inspection he discovered this was no ordinary piece of litter; it was part of a magical treasure map!

Without further ado Ronald set out to find the remaining three pieces of the map. And so the band of happy hunters enters the Magical Forest...

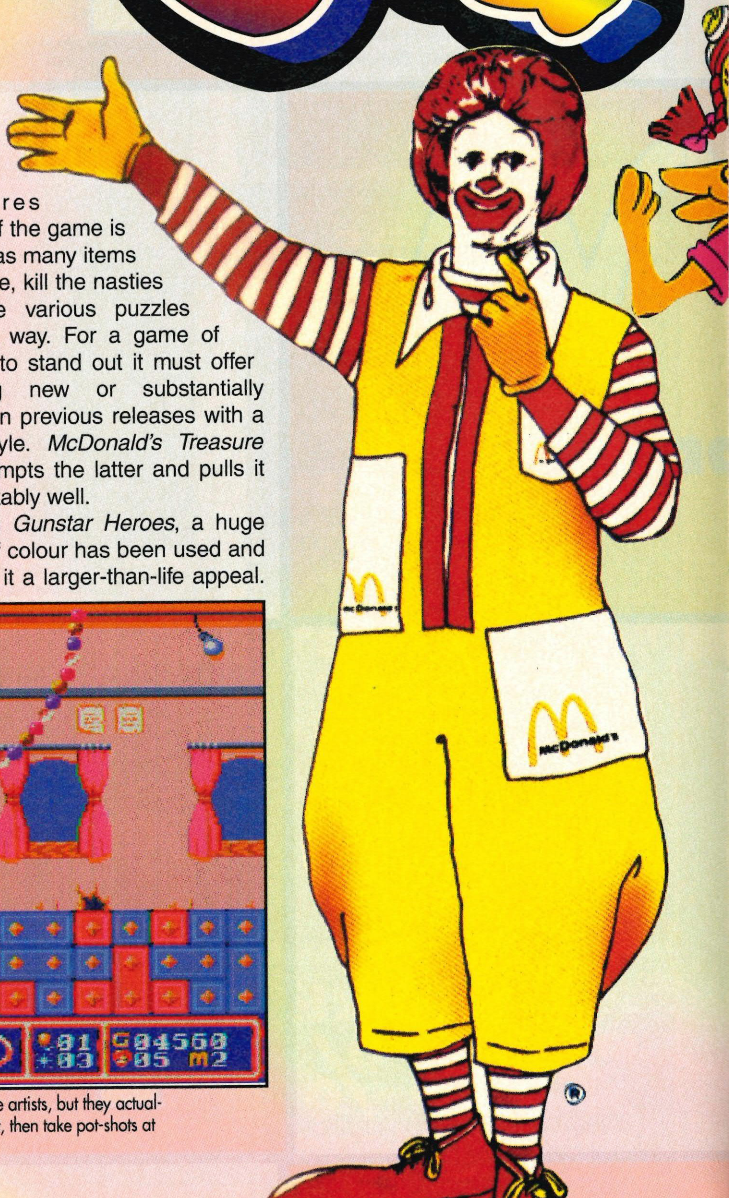
Those of you who played *Global Gladiators* will remember McDonald's involvement with the game, even though Ronald didn't star alongside the zany Mick and Mack. Sega have now tried an innovative star role with the world famous company's advertising hero and given him his own video game. Treasure software (*Gunstar Heroes*) is responsible for the production of this game and Sega are releasing it officially early next year.

As with the majority of cutesy platform adventures the idea of the game is to collect as many items as possible, kill the nasties and solve various puzzles along the way. For a game of this style to stand out it must offer something new or substantially improve on previous releases with a similar style. *McDonald's Treasure Land* attempts the latter and pulls it off remarkably well.

As with *Gunstar Heroes*, a huge amount of colour has been used and this gives it a larger-than-life appeal.



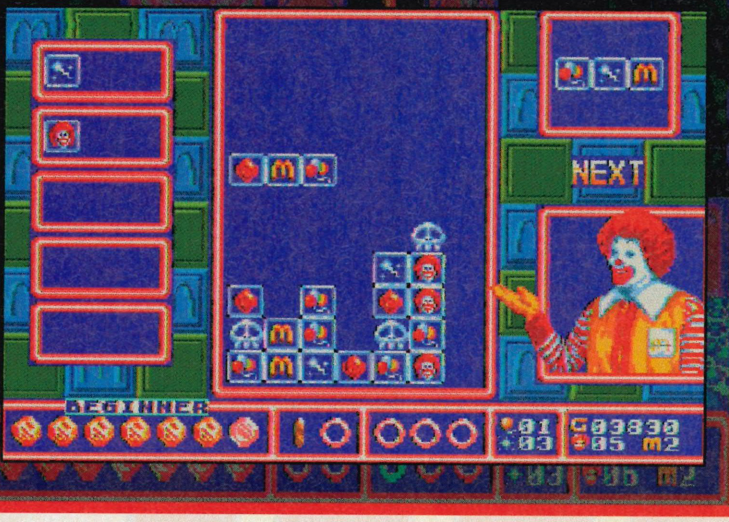
Blushing Ronald takes a helping hand from the swinging trapeze artists, but they actually hinder more than they help. Let them carry you to the far right, then take pot-shots at them. How bright are these graphics?



The hamburger is the most popular type of fast food in the world.

BURGER BONUS

To accompany the regular gameplay there is a shop to buy extra lives and jewels but there's another surprise waiting. A sub-game very similar to the classic *Columns* may be played. Pay the 2,000 gold coins and you have the chance of winning extra lives, magic and gold.





Ronald is big, jolly, adaptable and extremely well animated. The 'nasty' sprites are equally clever and it takes several hits to dispose of them — depending on the difficulty level.



Parallax scrolling has been used throughout and then there are the special effects. A whole level is set on a fast-moving train and various styles of gameplay make this tremendous fun, a diversion from the general ease of completing the majority of levels.

To save your progress there is a password system and continues. This tends to take the challenge out of the game (even without using any continues I completed the game on easy level first go!), obviously there's no excuse for making games this easy and it would be a good idea to omit the easy setting when released officially.

Controlling Ronald is simple; he'll either jump, run or stretch. Loops have been positioned at various locations and Ronald stretches one arm to reach them. He then flings himself to the platform above, often avoiding deadly nasties or gaining access to treasure rooms.

The most important collectables are jewels, gold and silver rings, McDonald logos and extra lives. Everything you pick-up is worth gold points but they're valued in a different way than normal. Shops are hidden on various levels where you can buy lives, magic and jewels. The jewels are your energy and can be traded for secrets with various characters — Hamburglar included.

The background music is superb and ranges from high-energy adrenalin pumpers to recognisable classical out-takes. To further enhance this unusual selection of melodious tunes, lively sound FX have been included. Add the lush graphics and a magical atmosphere is created. I haven't enjoyed a platform adventure (*Aladdin* excluded) as much as this for a long time.

Brighter than *Zool*, tougher than *Aladdin* and more innovative than *Gunstar Heroes* this is one of the most playable platform adventures ever. It's so simple to get into and then you'll lose yourself in a fantastic adventure for hours on end.

● **Jason "Have a nice day." Johnson**

I WANT A SECOND OPINION

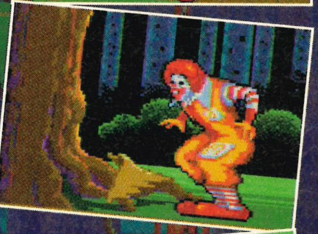
This definitely falls into the cutesy category of platformer. Everything is bright and cheerful which is OK but I didn't find anything original here. Another thing I feel uncomfortable about is the rampant promotion of the McDonalds name — do the merchandisers have no standards at all? Next time the game will probably revolve around the trials of ordering a Big Mac and a large Coke at lunch time on a Saturday during the school holidays.

If cutesy platformers are your thing, I'd recommend *Zool* over this as *Zool* at least has speed on its side. But I found this too slow and easy-going to keep my interest up.

NICK

TELL ME A STORY











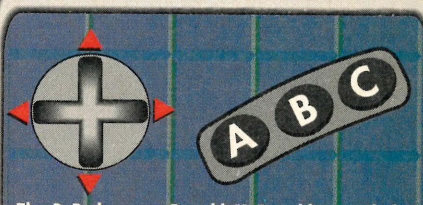
MEGA DRIVE



McDONALD'S TREASURE LAND

SEGA ● £44.99 ● OUT NOW

CART SIZE	8Mbit
PLAYERS	1
STAGES	4
SKILL LEVELS	3
FEATURES	password
CONTACT	importer



The D-Pad moves Ronald McDonald around the screen in the normal eight directions. Button A fires a magic spell, B extends Ronald's arm that hooks onto loops and C makes him jump.

ACTION / STRATEGY

GRAPHICS 88%
▲ Ronald and the nasties are all of a decent size, the colouring of each level is wonderful.
▲ Superb scrolling, special FX and animation.

SOUND 89%
▲ From happy to sad, fast to slow, *Treasure Land's* music fits the gameplay perfectly.
▲ Numourous sound FX and mood music.

GAMEPLAY 83%
▲ Ronald performs various tricks and he's simple to control however hectic the level.
▲ Never tiring or tiresome like some others.

CHALLENGE 77%
▲ With just four levels to complete you may think this is a small game. Wrong, it's massive!
▼ Far too simple on easy level which shouldn't have been included in the first place.

PROSCORE 84%

This zany platform adventure is likely to appeal to virtually everyone; with extensive use of colour and originality, despite a stupid burger-bar relation.

Game supplied by Video Games Centre © (0202) 527314.

REVIEW

MEGA DRIVE



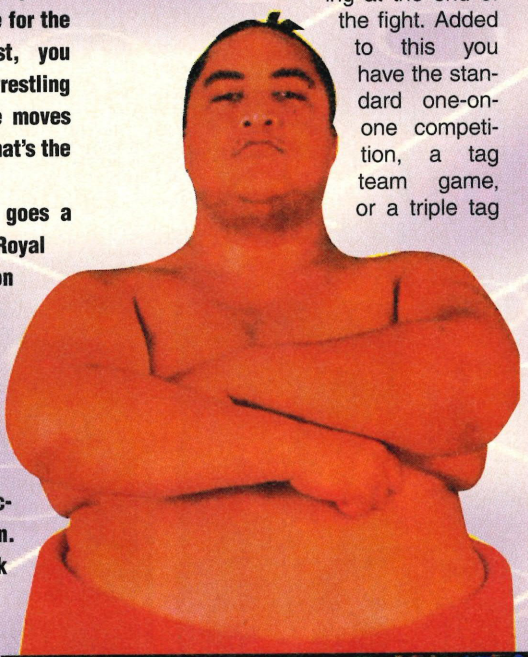
Many people see Wrestling as a tarted-up boxing match – and really that's all it is. Boxers tend to fight with a purpose, the bone-crunching wrestlers show their pants and put on a spectacle for the crowd. To be honest, you rarely see a poor wrestling match as most of the moves are acted or at least that's the way it looks.

Now the WWF series goes a step further with the Royal Rumble showpiece on console. 12 of wrestling's most famous characters line up for a show-down brawl featuring some cracking good moves and spectacular competition. From the likes of Hulk "The Hulkster" Hogan to Jim "Hacksaw" Duggan, each wrestler is out there to turn on the style and make mince-meat out of the opposition.

The WWF Royal Rumble takes WWF wrestling a step further with a new option that puts you in the ring with five other wrestlers at the same time. Known as the Royal Rumble, your aim is to be the last man standing at the end of the fight. Added to this you have the standard one-on-one competition, a tag team game, or a triple tag team game.



During the Royal Rumble competiton the wrestlers outside the ring can grab you around the neck by the ropes!



There are quite a few moves you can perform that mirror the vicious tactics real life wrestlers use. You can pull off attacks like the pile driver, the clothes line and various suplexes. But as well as these standard ones, each wrestler has a special move designed to reflect their character and image. The Undertaker is gifted with the 'Tombstone' move where you'll be held between his knees and have your head hammered into the canvas – lovely!

Other specialities include Papa Shango's 'Shoulder breaker', Razor Ramon's 'Razor Edge', The Model's 'Boston Crab' and Shawn Michael's 'Back Suplex'. Each move can be tricky to execute but when you do become familiar with them the contests become a lot more fun.

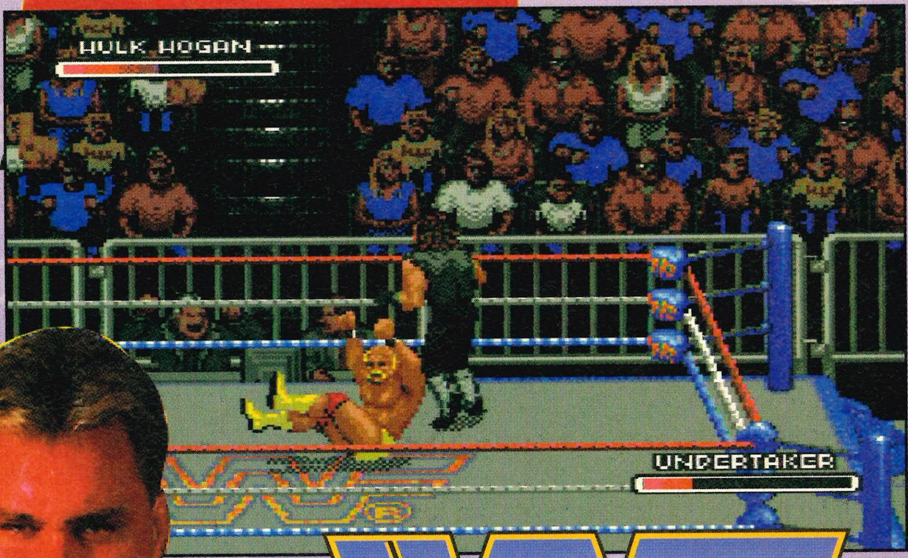
Typically, each wrestler is unlikely to stay in the ring for a full match and like the real sport, you are able to throw your opponents out of the ring and onto the floor (so you can continue to beat the living daylights out of them as they struggle to get back up on the canvas). You can also climb onto the ropes for that extra height when you wish to jump onto your opponent while he's flaked out on the floor. It's also good to see an option where you can run into the ropes and use the rebound speed to thud into your opponent!

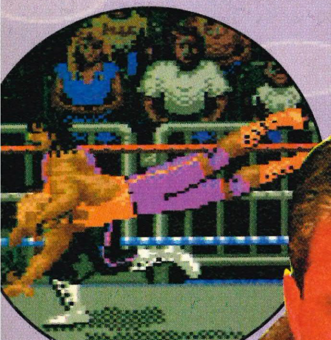
Comparing this with the original version of *WWF*, the graphics have improved slightly and there are a few extra moves. The inclusion of the Royal Rumble competition does something to enhance the playability

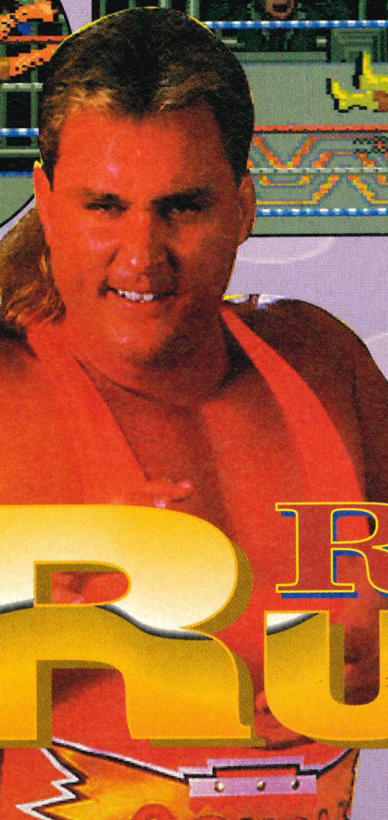
PROTIP



When your opponent is on the floor, climb onto the ropes and leap down onto him for a greater impact. This will reduce his energy level far more than a normal pile-on move would.





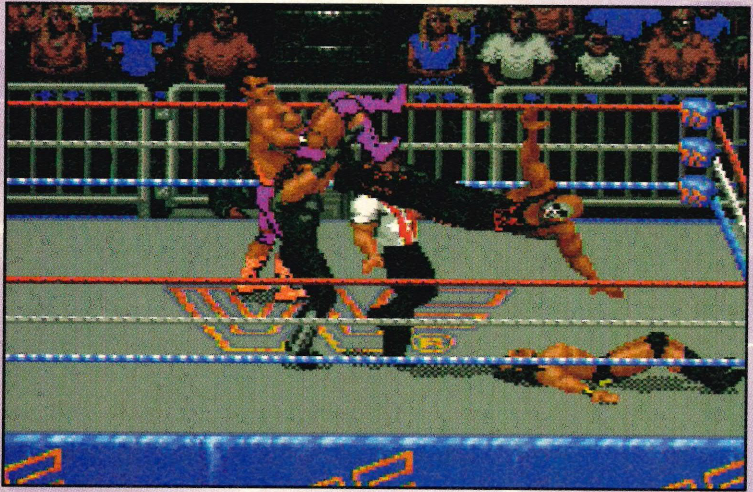




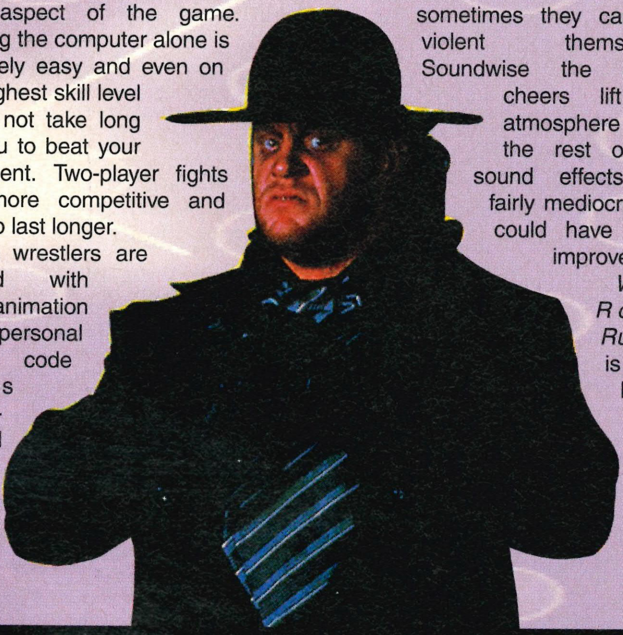
WWF ROYAL RUMBLE

As an ancient Greek sport, wrestling became a recognized Olympic event in 1904.





When too many wrestlers get in the ring together then things become just that little bit too crowded. This ring ain't big enough for the five of us and the undertaker proves his point by throwing the skeleton freak towards the ropes on the right.



of a wrestling match, although the two-player option is still the most vital aspect of the game. Playing the computer alone is relatively easy and even on the highest skill level it will not take long for you to beat your opponent. Two-player fights are more competitive and tend to last longer.

The wrestlers are graced with good animation and a personal dress code that's reproduced in vibrant colour and detail. Even the crowd look realistic and sometimes they can get violent themselves! Soundwise the crowd cheers lift the atmosphere but the rest of the sound effects are fairly mediocre and could have been improved.

WWF Royal Rumble is not a bad beat-'em-up but at the same time it's a beat-'em-up with no added extras. Two-player games are great fun but the computer opponents are too easy and you rarely see any spectacular combinations of moves.

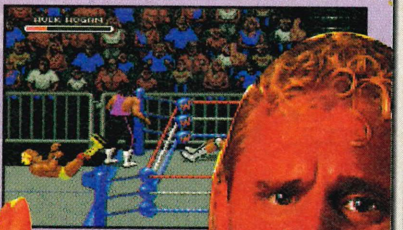
This is worth a look if you don't own many beat-'em-ups but don't expect anything special.

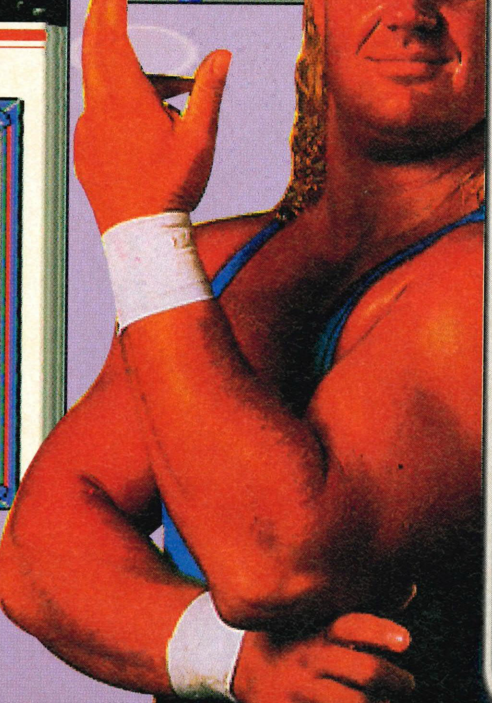
● **Mark"Big Daddy"Hill**

I WANT A SECOND OPINION

I've looked at a lot of combat games this month (so maybe I'm getting a bit jaded) but I don't think that this release is anything special. The trouble is that the attraction of real life wrestling is not the wrestling at all. Papa Shango is an especial favourite of mine, putting a good hex on all of his opponents — but these sort of theatricals don't really fit into a computer game. Bouncing off the ropes can be fun but the grips and throws are somehow unsatisfying. All in all *Royal Rumble* falls a bit flat. In real wrestling you know the holds are fake but want to believe they're real, if it was like this game you wouldn't bother.

PETER







The triple tag team event allows wrestlers to step out the ring at any time so a team-mate can take over. Only when a wrestler is knocked out will the rest of the team lose! Remember there is no last man stand.

MEGA DRIVE

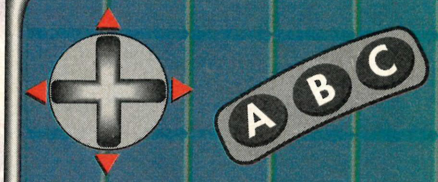




WWF ROYAL RUMBLE

ACCLAIM ● £39.99 ● OUT NOV

CART SIZE 8Mbit
PLAYERS...............2
STAGES ....n/a
SKILL LEVELS.......10
FEATURES..........none
CONTACT
Acclaim © (071) 344 5000



Move the wrestlers around the ring using the D-Pad. Buttons A, B and C will kick, punch and throw your opponenet. Refer to the instructions for the special moves.

ACTION
STRATEGY

GRAPHICS 84%

▲ The wrestlers are given some good detail that helps enhance their presentation.
▲ The character animation is good enough to capture the moves seen in real wrestling.

SOUND 71%

▲ The crowd sounds have a variable tone in line with the pace of the action.
▼ Each fight lacks a variety of socket-grinding sound effects following each move.

GAMEPLAY 69%

▲ The canvas violence is fun to watch and you can show-off as part of the action.
▼ Controlling the wrestlers can be frustrating and some moves are tricky to master.

CHALLENGE 70%

▲ The Royal Rumble and Tag Team option provide a few hours of challenging competition.
▼ The computer opponents are fairly easy to beat, as you'll quickly suss their strategies.

PROSCORE 70%

The aggression of a wrestling match is captured very well, it's the standard beat-'em-up style that gives this release a mediocre rating.

REVIEW

MEGA DRIVE





Nigel must call all his strength if he's going to make this jump. Fall and he, well he won't die but it's damn annoying. Watch out for your shoe laces, you don't want to trip over your own feet, do you.

Gamul date 312. As Nigel — nothing more than a common thief — your quest is to find the treasures of King Nole and never have to steal again. Nigel is wandering in the Jypta ruins and steals a valuable statue. He then treks across to Kalva harbour and sells it for 2,000 gold. While there he meets Friday, a fairy who claims to have seen the hidden treasures. After a run in with Kayla and his baddies, they decide to go to the Mythical Island of Mel Catle and search for the treasure.

After a long flight costing Nigel his hard earned 2,000 gold, they arrive at an Eastern point of the island known as Massan. Mel Catle is a large, dangerous place with a huge palace — King Nole's — and bands of villainous outlaws. Fortunately, not all the people are bad and the whole village of Massan plays host.



"I want to save my current status and I want it saved now!" Even thieves are given one or two perks.

PROTIP Remember to save your current position or else you may reveal another part of the adventure — only to die and forget how you did it!



Way back in issue #16 we reviewed the Japanese release of *Landstalker*, awarding it an outstanding 84%. This may not seem like an amazing score, but the game is text driven and even though you couldn't understand a word, it was still extremely impressive. *Landstalker* was the original 16Mbit cartridge and at long last an English text version is available.

Mystical background music plays as you direct Nigel through various villages, castles and rustic scenery. It takes time to accustom yourself to the controls but once mastered gameplay is very simple. An inventory is always at the ready and using the normal manner of talking and killing you discover clues to the puzzles. Every time you make a kill you are rewarded with either gold or EkeEke (life).

If there is any one thing I disliked about this game it has to be how you walk through the rooms, etc. The style of invisible exits is a little dated and has



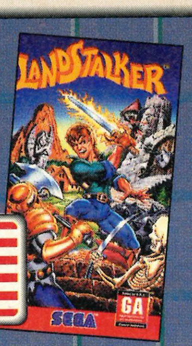
been seen on several 8bit games. Some of the sprites are a little unimaginative and for what is basically a brilliant game, I can't help thinking more work could have gone into the graphics. There is a huge amount of detail but it's fairly run of the mill by today's standards.

Landstalker is deeply involving and should appeal to anyone who enjoys adventuring with a fair slice of action. It's not as impressive as *Shining Force* and with an isometric view looks a little dated, but if you've been eagerly awaiting the English text version I don't think you'll be disappointed.

● Jason "bathroom antics" Johnson



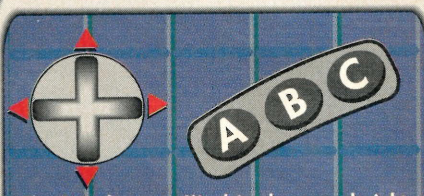




LANDSTALKER

SEGA ● £59.99 ● OUT NOW

CART SIZE 16Mbit
PLAYERS...............1
STAGES ....n/a
SKILL LEVELS.........1
FEATURES ....save
CONTACT Importer



The D-Pad moves Nigel in the normal eight directions but you use the diagonals more often than not and these can be annoyingly awkward to control. The A button is used to jump and B swipes the sword. C makes Nigel jump but it can also be used to pick-up various items.

ACTION — STRATEGY

GRAPHICS 78%
▲ Includes a huge amount of detail and clever interaction with backgrounds.
▼ Constantly watching the screen go blank tends to get on your nerves.

SOUND 79%
▲ Background music is very good and creates appropriate atmospheres.
▼ The spot FX can become annoying and they're far from realistic.

GAMEPLAY 83%
▲ Various tactics, strategy and puzzle solving skills must be used.
▼ This is not the easiest game to control but it improves with practise.

CHALLENGE 90%
▲ This is a large adventure game that will take ages to complete properly.
▲ An easy opening section slowly develops into a very tough cookie.

PROSCORE 85%

Another adventure game that's easy to lose yourself in for hours on end, but it's let down by an awkward style of gameplay and old-fashioned graphics.

Game supplied by Video Games Centre ✆ (0202) 527314

console plus

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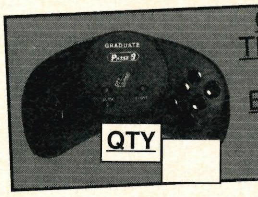
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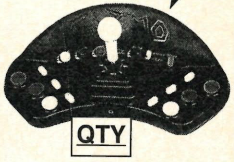
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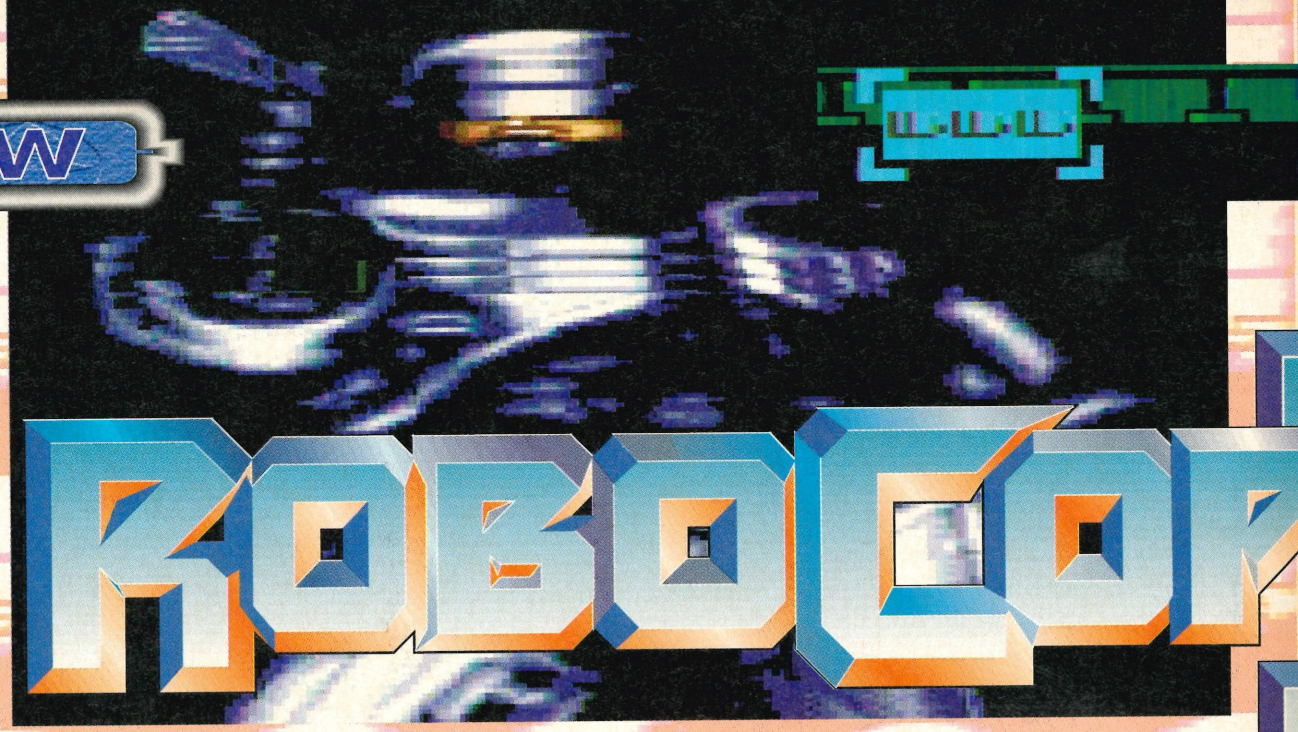
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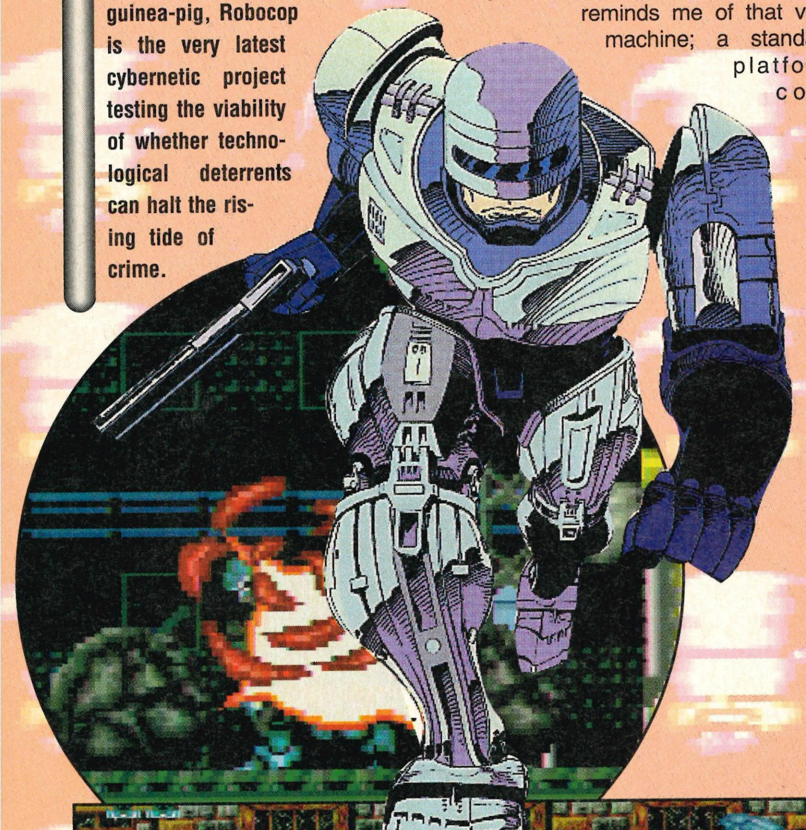
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ROBOCOP

Robocop, the future of law enforcement, is back. The Old Detroit streets are littered with human filth and misery. The dregs of this huge US city must rely on a technological superhuman to do the job that it would take many ordinary cops to do. Detroit's only hope now is the intelligence of man and machine combined as it seems that human society is drifting out of control and into vice.

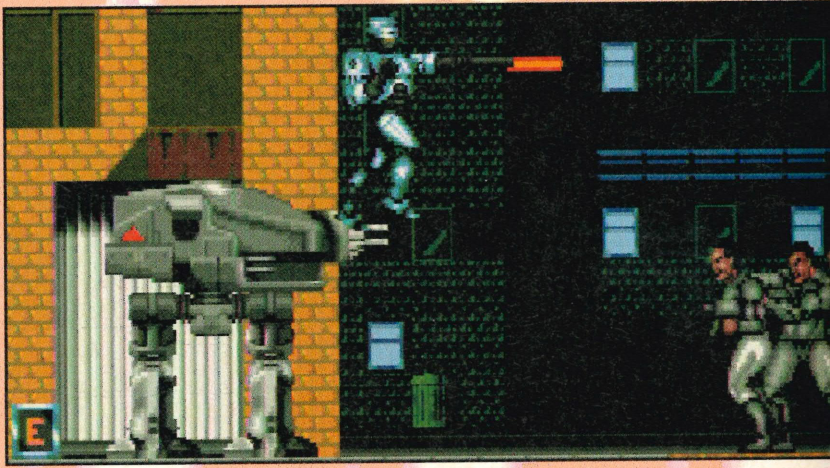
Armed with multi-weapon attachments and a high speed jet-pack, Robocop must fight his way through six terrifying scenarios in an attempt to bring the criminal element to justice. Cyberdyne's guinea-pig, Robocop is the very latest cybernetic project testing the viability of whether technological deterrents can halt the rising tide of crime.

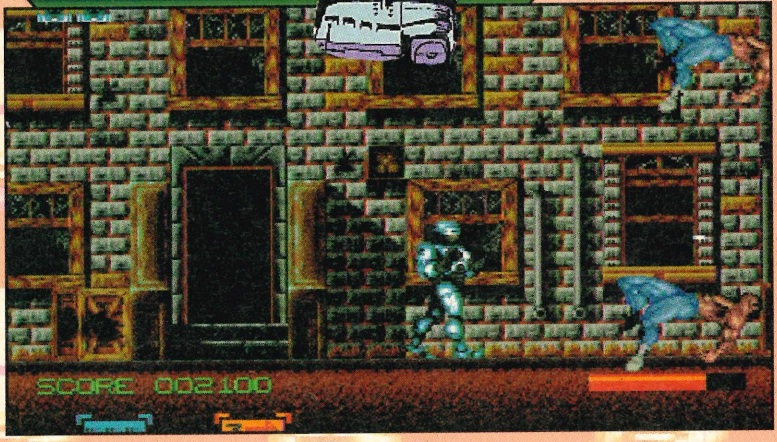


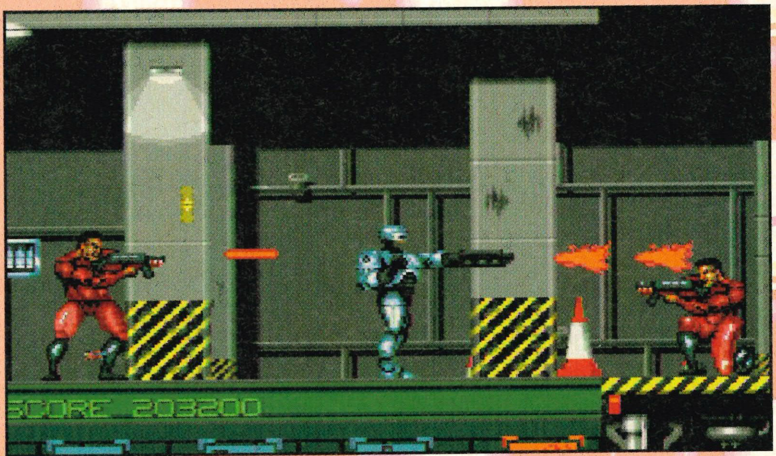
It was only the other day when I was down the local chippie that I had a bash on *Robocop*. The dusty arcade machine was kept in the corner and showed heavy signs of age. The console version reminds me of that very machine; a standard platform concept, a left/right, up/down scroll and a host of enemies that seem to attack from one of a mere eight directions.

Right from the start of the game you start to get that familiar view of a rusty sprite moving left and right as if it was on a conveyer belt. Take a look up and there are the familiar thugs appearing in the windows (yawn) with a gun that fires in just eight directions. You could almost predict the platforms that appear, represented by long thin beams that slide left and right or window-cleaning rafts that scroll up and down.

The Robocop character is an image of power and destruction with hi-tech movement and combat abilities in the film, but here the animation fails to justify Robo's image as it's so basic and dated (in the middle of Robocop's leap his body freezes!). Control of the sprite is so heavy and awkward that it causes the action to become slow and un-atmospheric

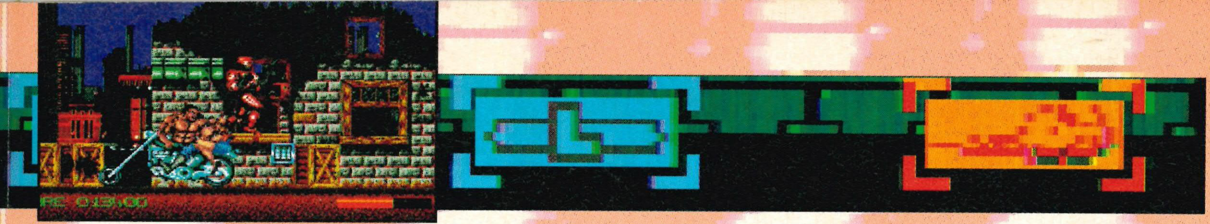




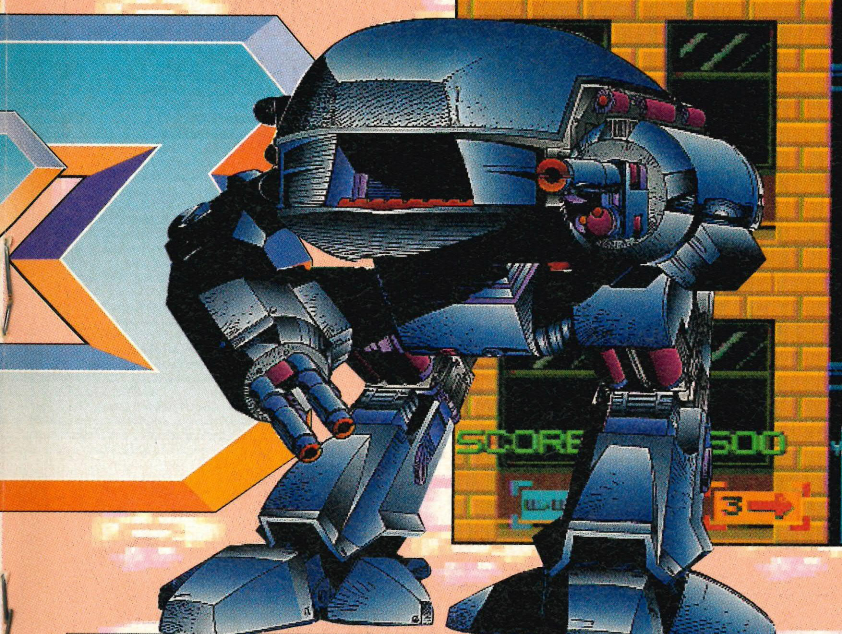


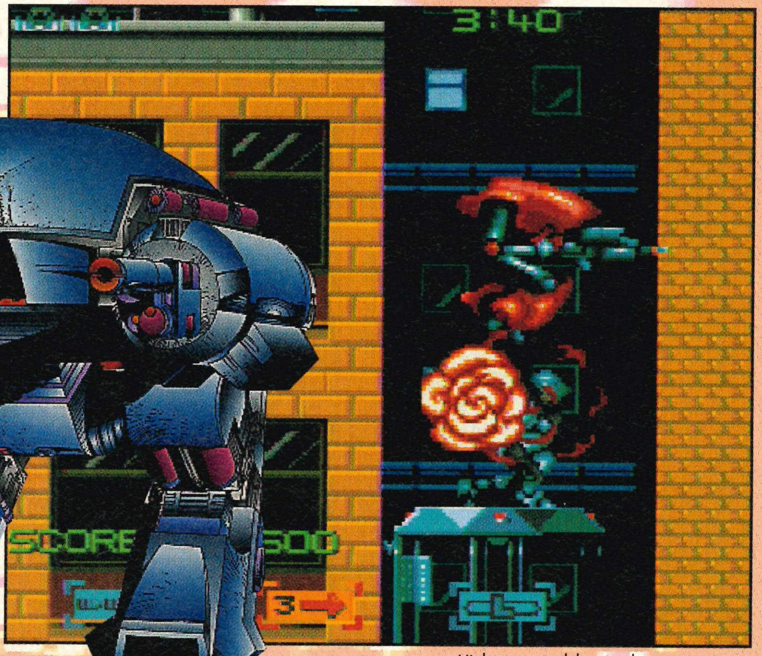
A tried and tested platform structure is shown here for all to see. This happens to be the garage section with enemy attacks being relentless. The flame-throwing weapon Robocop is using here is one of five different weapons available throughout each level.

Robocop is science-fictional but it does represent people's fear of machines replacing humans — policeman beware!.



When the bikers whizz by, Robocop's best bet is to climb onto a box and jump over them.

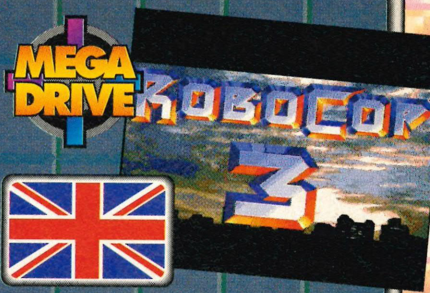




High up around the city skyscrapers Robocop has to deal with an array of flying adversaries.



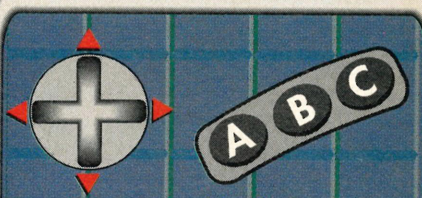
When Robocop has the jet-pack, the game format does change slightly with an overhead view of Old Detroit City below. Robocop has a number of bombs and missiles he can use against enemies on the ground.



ROBOCOP 3

ACCLAIM ● £39.99 ● OUT NOV

CART SIZE 4Mbit
PLAYERS................4
STAGES 6
SKILL LEVELS..........3
FEATURES.....continues
CONTACT
Acclaim ✆ (071) 344 5000



Use the D-Pad to kneel, look up and move LEFT or RIGHT. Press C to Jump, press B to fire your selected weapon and hit A to select one. START will pause the action.

ACTION

STRATEGY

I WANT A SECOND OPINION

I'm a great fan of the Robocop character so I was looking forward to gleaning a few ideas about the third movie from this game. Some hope. There's nothing here that we haven't seen before. It's the usual 'walk along shooting anything that moves' approach and I got bored after approximately ten minutes.

Not only that but there's no variety to the combat or platforms, the animation isn't up to much and essentially there are much better games of this type around. A film licence shouldn't just be an excuse to pump out dross – *Aladdin* is an example of what we should be seeing, not this.

NICK

because it eliminates any chance of imaginative movement.

There are six levels in all and most of these use the same platform ideas throughout. The challenge can be tough as you try to avoid all the bullets and wipe out the onslaught of enemies. *Robocop 3* uses a 'Green Beret' kind of structure with a lot of your work spent wiping out the identical cardboard cut-out sprites that overlap on the screen as they attack. It's also a huge yawn to see the salvo of bullets arriving in a set direction at regular intervals.

The pick-ups available consist of a single shot pistol, a 3-way pistol (wow!), a missile launcher and a laser. You start with the basic one-way and pick-up the better weapons throughout each level. It's all very basic, straightforward stuff that's been written in many reviews before!

There is a little variety in the gameplay as levels go on. During level five for example, you are given a jet-pack for flying and down in the sewers you'll need to find a key to reach further into the level (gosh!). Sadly, the graphics engine churns out the standard stuff we've all seen so many times before.

Background pictures tower behind the sprites of normal street-style blocks with symmetrical windows, alley-ways and the odd box here and there to jump over (You can't even hide behind them to avoid the predictable waves of enemy fire).

Audio effects enhance the weak explosive theme a little but apart from this you won't find any special effects or features. *Robocop 3* is disappointing and fails to provide any of the originality or quality that many new releases have to boast about.

● **Mark "Trouble-shooter" Hill**

PROTIP



Only collect the energy replenish icons when your energy situation becomes desperate. It's very easy to carry on collecting when you've still got over 80% of your energy.

GRAPHICS 70%

▲ Ignoring sprite duplication and animation, they're drawn with smooth shading and detail.
▼ Animation on all the characters is very weak and limited to say the least.

SOUND 74%

▲ The fast and explosive sound effects lift the atmosphere a little.
▼ An appropriate movie sound track would have been ideal in this kind of release.

GAMEPLAY 52%

▼ As far as one can see, every element of this game only represents a basic platform structure.
▼ The repetitive combat sequences become tiresome with no variety of movement..

CHALLENGE 59%

▲ The levels are tough and if you're one for finishing games, this will test you!
▼ By the end of level two you'll realise that nothing this game has no surprises to offer.

PROSCORE 54%

This is yet another film-based release that uses a standard platform concept with basic animation and a repetitive series of combat sequences. Yawn.

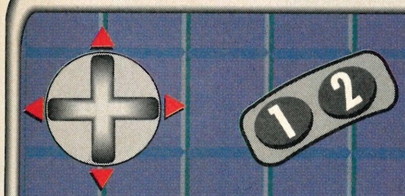


F1

DOMARK ● £27.99 ● OUT NOV

CART SIZE 2Mbit
PLAYERS................2
STAGES 8
SKILL LEVELS.........2
FEATURES ....n/a
CONTACT

Domark ✆ (081) 7802222



Use the D-Pad to move your car left and right. Button 1 is the accelerator and button 2 is the brake. Controlling your car is relatively easy, but be sure to leave enough tarmac between you and the bends or you may find yourself out of control.

ACTION / STRATEGY

GRAPHICS 84%
▲ Smooth scrolling, colourful graphics and an ideally proportioned display.
▼ More attributes to the circuits (hills and bridges, etc.) would have made this racing sim unbeatable.

SOUND 78%
▲ Music from the Formula One TV programme is played during the intro and mid-game breaks.
▼ The braking and acceleration sound FX fail to add anything to the game.

GAMEPLAY 81%
▲ The two-player option with the Gear Link will give life-long play and excitement.
▼ The manual acceleration is awkward to use and requires heaps of practise.

CHALLENGE 83%
▲ Eight circuits and a World Championship – what more could you ask for?
▼ The arcade challenge fails to offer considerable opposition but it's fun to play.

PROSCORE 81%

Feel the power of driving a Formula One racing car with the best handheld racer ever. Unmatched realism and super-smooth gameplay give *F1* pole position.



Experience the thrill of high speed motor racing as the best of the best pit their skills against each other in a battle to the top. British interest in Formula One motoring has increased considerably since Nigel Mansell hit the headlines time and time again. Damon Hill is his successor to the highly prized seat with Team Williams, but he has failed to consistently match up to the likes of Alain Prost.

The grid is set, the tyres are hotting up and the crowd is roaring. This is *F1*, the best racing simulation available; and now it comes to the handheld. If you're able to control a fast racing car and beat the top drivers, power-up for a test of nerves and skill.

Formula One motor racing has taken off in a big way with such a strong British influence on the tracks. Described as the best racing game ever on the Mega Drive, Game Gear owners can now experience thrills and spills of the most competitive sport in the world.

You have the choice of either arcade or championship mode. In arcade races your aim is to finish within the designated position that decreases after each race. The championship is decided over eight circuits (compared to 12 on the Mega drive) across the world against the best drivers and teams, all authentic to the current Formula One season.

Once the race has been set your car's equipment is the main priority with various tyres, wings, gears and engines available. Your qualification is the next major importance, but if you don't want to race on the circuit shown you can skip to the next (although the driver's championship may fall out of your reach).

Where the game comes into its own, let alone the realism of racing against the world's top drivers, is control of the car and racing simulation. One problem; your on-screen circuit doesn't highlight the opposing cars and leaves you somewhat in the dark.

There has never been a Formula One racing game of this calibre released for the Game Gear. It is sure to make a refreshing change from the Monaco Grand Prix series for all racing fans. Despite a few minor flaws it's bound to zoom off the shelves.

● Jason "more thrills" Johnson

PROTIP As with nearly every racing game, using the brake always has too harsh effect on your speed. Watch track carefully and leave enough time to ease off the accelerator rather than tight, high speed cornering.







Alain Prost has won the 1993 FIA Formula One World Championship.

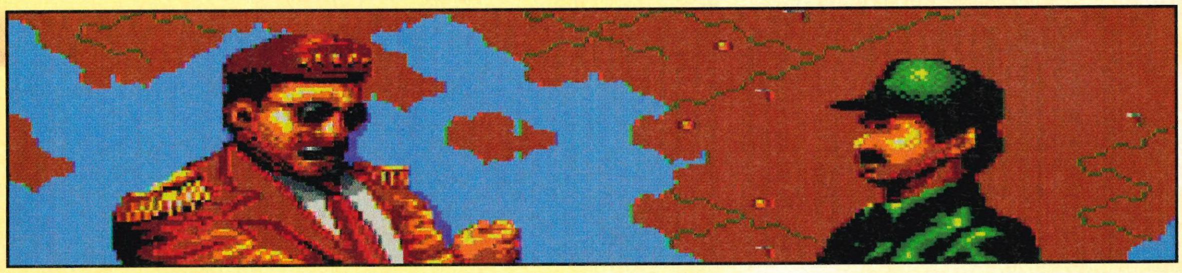


DESERT STRIKE

MASTER SYSTEM

Kilbaba is taking the reins of a middle-eastern war in the Gulf and threatening to sieze control over the chemical and oil resources in the area. His plans for building chemical weapons are one of the UN's biggest worries and so the US have brought their Apache choppers in to help deal with the crisis.

You must now climb into the Apache as pilot of this real-life desert operation. Kilbaba has a number of communication, chemical and industrial set-ups dotted around the gulf and you have been given orders to break down this infrastructure. You'll be exposed to heavy fire from many ground vehicles and MIAs will measure in your plans as there are so many that need rescuing. Help stop the war in the Gulf!



The release of *Desert Strike* on the MD is now very much water under the bridge — particularly as a new and larger jungle sequel has now hit the software scene. Nevertheless, Desert Strike was a classic warfare title and indeed few imagined the MD could produce such a style of gameplay so different from the standard beat-em-up concept.

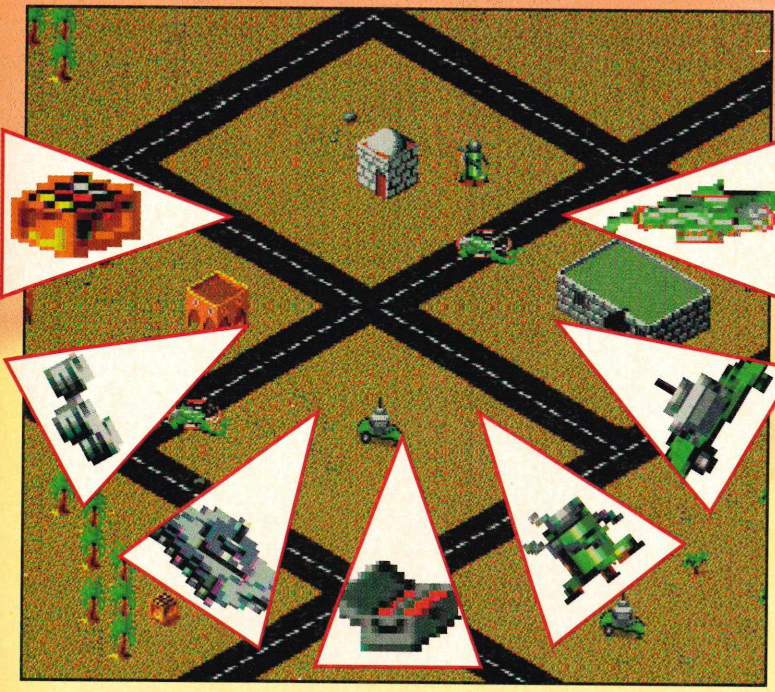
Well, Kilbaba and his army are back, this time on the MS. Owners of this humble console should praise the fact that such a huge title has been attempted on the machine. From the opening title screens the original content seems to be all here, with the same four missions and a familiar spread of power-up and weaponry icons hidden throughout the gulf landscape.

From the set-up you can choose a co-pilot and then go on to the information screens where you are briefed on each mission objective. The fictional war theme is a replica of the original as your tasks involve knocking out radar sites, blowing up power stations, spreading lead around the airports and rescuing or capturing men from various installations.

You begin each campaign in your Apache chopper with three lives to you credit and a limited number of hellfires, cannons and rockets. Armour levels start at 600 units and drop every time you are hit by the enemy or collide with any high object such as a tree or power-line. Armour repair kits are available to restore armour and



Baghdad became the capital of the new nation of Iraq in 1921..



From the map you can see how the roads are laid in a grid-style. Surrounding the map the large pixel graphics show the type of enemy vehicles and supplies you'll find in the area.

I WANT A SECOND OPINION

Master Sytem owners have been a bit deprived of decent war sims but what's this, a bird? an F-16? No, it's the *Desert Strike* Apache on the MS. As I'm sure you're tired of hearing from Mega Drive owners by now the gameplay combines the 'fly and shoot' with a very *Choplifter*-ish picking up little sprite men.

For the MS the graphics are impressive, getting you right into the action. The game feels a bit small but the playing area is large enough to hold your attention and there's always something explosive around the corner. It took a while, but was probably worth the wait.

PETER



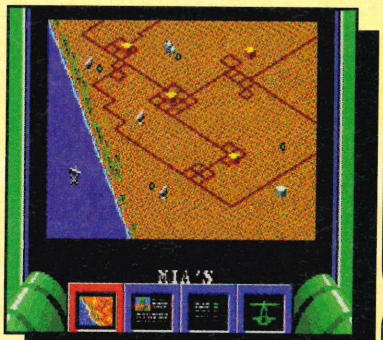
dropping off any rescued MIA's at the landing zone will also do the same job. (This really emphasises the fictional aspect of *Desert Strike* as it's so easy to repair your chopper!)

Ammo crates and fuel can be located anywhere. When the exposed crates and drums have all been found on the ground (Indicated on the map), others can be found under buildings, mounds and even enemy vehicles. It's up to you to find them by looking in the unusual places that are off the beaten track of your mission orders.

Controlling the Apache chopper is by no means easy to begin with, but when you begin to get a feel of rotational control and a correct sense of direction strategy will play a huge part in your overall success. The gulf enemies are tough nuts to crack at the best of times — this release will push you!

The gulf scenario has been recreated very well on the MS. The grid-style cities are drawn with a high degree of detail and realism, and the ground vehicles attack with the same bite and aggression seen on the MD. All the MIAs are still present as well, with the rescue operations being as much fun as ever! The scud commanders for example need to be uncovered, then chased in your Apache with the ladder hanging down. The detailed and accurate graphics makes it absorbing stuff. Nothing has been left out of this release in terms of warfare variety and entertainment. The title tune is poor and combat sounds are limited — but this does not pull down the gameplay too much. Graphics are not quite so detailed but the structure and content makes the gameplay as good as the original. For me, this is one of the best MS titles around.

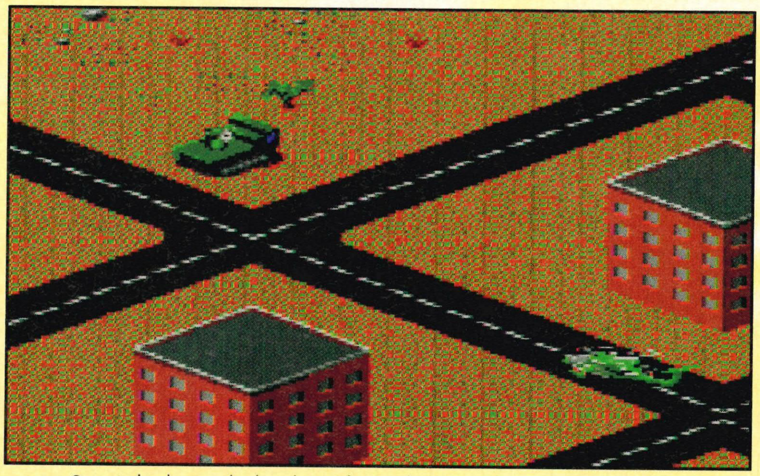
● **Mark "Desert Storm" Hill**



PROTIP

Don't forget to drop off any rescued MIAs at the landing zones. For every MIA dropped off you'll be given 150 extra armour units (600 max.).





On arrival in the city a battle tank waits for your first moves, ready to spin around in a flash and pump fire into the lungs of your Apache. You have other ideas, so with careful rotational techniques backed-up by a top MIA pilot this job should be easy.

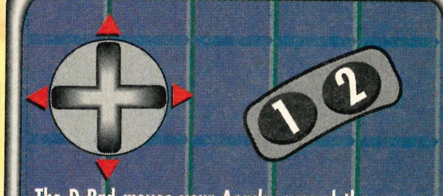


MASTER SYSTEM

DESERT STRIKE

DOMARK ● £29.99 ● OUT NOV

CART SIZE 4Mbit
PLAYERS................1
STAGES 4
SKILL LEVELS..........1
FEATURES.....password
CONTACT
Domark © (081) 780 2222



The D-Pad moves your Apache around the screen, 1 selects weaponry and 2 is used to lower the ladder to pick-up or capture.

ACTION
STRATEGY

GRAPHICS 94%

▲ All the mobile enemy vehicles and troops are detailed and suitably animated.
▲ The landscapes are crammed with buildings, trees, roads, targets, troops and vehicles.

SOUND 62%

▲ Sound effects are limited but at least the explosions are realistic enough for warfare.
▼ The title music is very irritating and fails to create a suitable climate for warfare.

GAMEPLAY 93%

▲ Each of the four campaigns offers a variety of different tasks to keep your interest.
▲ Due to the smooth control, there's plenty of strategic planning to keep pilots absorbed

CHALLENGE 90%

▲ All four campaigns will provide players with a multitude of war situations to be cracked.
▲ Finding the best possible way of approaching each mission is a challenge in itself.

PROSCORE 93%

Desert Strike is a breath of fresh air for MS owners. It's good to see such a different style of gameplay on this weaker machine with action that's relentless!

Tanks were first built in 1915 by Britain and used from 1916 against Germany in WW1.

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TEENAGE MUTANT HERO TURTLES TOURNAMENT FIGHTERS

This time the Turtles have really got themselves into trouble. If it wasn't enough having to fight earthly villains like the dreaded Shredder, their arch enemy Krang has now transported them (along with some friends) to Dimension X.

A place of variety and violence, X encompasses eight locations, ranging from tropical jungle to barren ice, prehistoric volcanoes to high-tech spaceships. Doesn't sound too bad? it wouldn't be... that is if they didn't have to fight their own evil clones, along with those of their friends; April, Ray, Casey Jones and Sysyphus, in a savage tournament that will test their fighting skills to the limit, a tournament where the only reward for failure is death. To most amphibians this task might appear daunting but what do the Turtles and their friends think? – "Cowabunga!" (What else!).









Okay, so the choice of writing a Turtles beat-'em-up is not exactly inspired but what it lacks in originality *Turtles Tournament Fighters* makes up for in style. Leonardo is probably the easiest character to start with, his flailing swords are quite lethal even when you're using them inaccurately. It's here that you might encounter the one real problem with this game, the special attacks (in Leo's case his sword clash – see attacks box) are either too deadly or too difficult to use. This may not be a problem on two-player mode (where both players are equal) but when facing a computer-controlled Ray who throws a sonic boom every two seconds, it can be a bit frustrating!

All the characters have some interesting moves — the pick of which appear in the 'Top 7 Attacks' box — more than this, it's nice to see some real characterization going into an action game; Michelangelo is suitably energetic with his spinning nunchakus, Donatello lethargic with his staff (slinging it over his shoulder when he wins), Raphael manically clawing with his sais (also trading a few insults by the looks of it!) and Leonardo cool, calm and precise. Of course, there are also four faces new to Turtles gaming; Ray with that devilish sonic-boom, Sysyphus with a lot of fist-power, Casey Jones his trusty hockey-stick and April with those nasty sharp nails. Although similar in effect, each character executes their moves differently (for instance, some characters' throws use a weapon, others just use their hands) Being able to change each contestants SPEED and POWER stats is an interesting feature and could be useful for 'handicap' matches against novice players or if you want to make it especially tough on yourself.

As you might have gathered, what really makes this Turtles game special is the animation of the characters. The backgrounds are nothing to write home about with little variety (though watch out for when you get thrown down to a different level!), the jerky scrolling can also be a bit distracting but this doesn't detract from watching the fighters strut their stuff. The sound FX are what you might expect, plenty of grunts and groans to accompany the action. You're unlikely to use your ears much in this game, because – like the original comic-strip – the appeal is almost all visual.

What sets *Turtles Tournament Fighters* apart from other media spin-offs is that it brings something to action games that is, unfortunately, very rare. Personality. Perhaps it's unfair to compare one of the Turtles characters with Robocop (who didn't

PROTIP Watch out for these flashing dustbins that will appear from time to time, they're bombs that will explode and sap your energy if you stand too close!

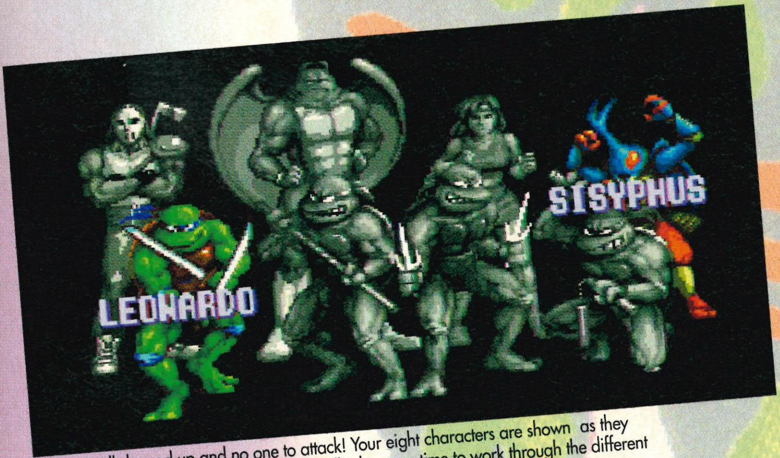


Heroes' has replaced 'Ninjas' from the Turtles original title because it was believed to sound too violent!



● There are of course many more than seven good attacks in *TTF* but we weren't able to fit them all in! So instead of a boring old list here are seven of my favourites, giving you some idea of the superb animation.

TOP SEVEN TURTLE ATTACKS



● All dressed up and no one to attack! Your eight characters are shown as they appear on the selection screens. It'll take some time to work through the different characters so that you're equally good with each.

have much personality to start with) but can you imagine anyone saying "Hey, I wan't to play MIchelangelo!" about playing Robocop? Maybe it started off as a not very original idea but along the way – perhaps by a freak mutation rather than design – Konami have injected humour and style into a tired old genre. With a little less gore but no less frantic action, April's hair flick and Casey Jones' shrug kept me coming back for more beating and bruising gameplay. See, I wrote about a Turtles game without saying "dude" once.

● **Pete "Dude" Wilton.**

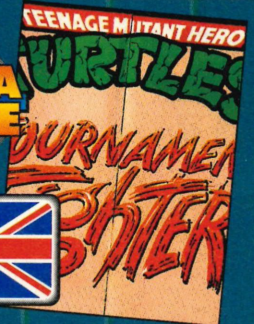
I WANT A SECOND OPINION

Street Fighter II SCE is now available and most people think it's the best thing since sliced bread. Now fighting turtles may not appeal as much as the starry-eyed, muscle-bound heroes from the streets but they're just as tough and Konami have presented them in an ultra-impressive style of their own.

This is a brilliant game that includes features such as multi-tiered fighting along with many other options. The only disappointing aspect to the game is that the backgrounds are fairly bland but outweighing this the character animation is superb. Simply the best Turtles game ever.

JASON

MEGA DRIVE

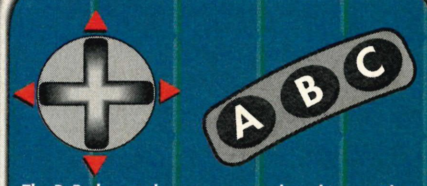




TURTLES TOURNAMENT FIGHTERS

KONAMI ● £TBA ● OUT NOV

CART SIZE 16Mbit
PLAYERS................2
STAGES ....N/A
SKILL LEVELS.......set speed/power
FEATURES..........none
CONTACT © (081) 429 2446



The D-Pad controls movement and combines with buttons A,B and C for attacks.
To get some of the moves you'll have to do a very *Street Fighter*-ish roll of the thumb (LEFT, DOWN, RIGHT).

ACTION
STRATEGY

GRAPHICS 90%

▲ The animation of each character reflects their personalities perfectly.
▼ You might get bored of watching turtles. The backgrounds aren't very atmospheric.

SOUND 70%

▲ Nothing too annoying to distract you from the frenzied action on-screen. A digitised "Cowabunga!"
▼ No sparkling music or stunning FX to help get you in the mood.

GAMEPLAY 85%

▲ The characters are really fun to play, some of the moves are very satisfying.
▼ Special moves can be difficult to do at first and some are too powerful.

CHALLENGE 85%

▲ Getting to know all the characters strengths and weaknesses will take a while.
▼ This shouldn't prove too taxing for all you hardened Streetfighters out there.

PROSCORE 89%

This is a really entertaining combat game that puts the comic-strip fun back into beat-'em-ups.

REVIEW

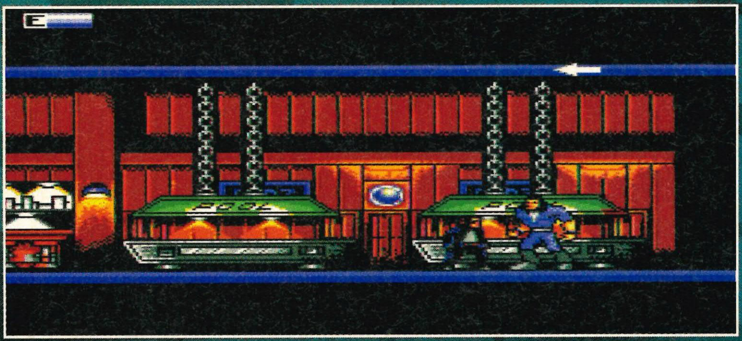


T2

TERMINATOR™ 2 JUDGEMENT DAY

MASTER SYSTEM

Ten years ago they sent a machine from the future to get Sarah Connor. They failed in their attempts as Sarah went on to learn more about the terrible future — a future ruled by the Cyberdyne projects. In ten years time after a nuclear fall-out, the age of the machines is set to begin. Since Sarah wasn't caught, the Cyberdyne project has sent a new terminator back through time to go after her son, John. He is the future leader of the resistance and a threat to the Cyberdyne business. Now the battle for tomorrow has began today. All Cyberdyne history must be wiped out. All present evidence of the Cyberdyne project must be destroyed.



Terminator 2 starts off with a few impressive static screens of the leading Terminator characters. Unfortunately, when you start the first level the Terminator image is suddenly let down by some very old and ragged gameplay.

The first scenario is set in a truck yard where your task is to attack every sprite that steps onto the screen. The action is terribly jerky with the sprites flickering like strobe lights whenever they attack in two's or three's. It's really just a street -fighting scenario where you can attack on the ground or jump up on the trucks to attack enemies above you.



The fighting sequences are incredibly simple. All you can do is punch your adversaries and the animation for this comprises an arm that comes up from the side of the sprite like a lever in one boring, unconvincing movement. To make things worse, the action is so slow and awkward that the baddies fail to attack with any aggression.

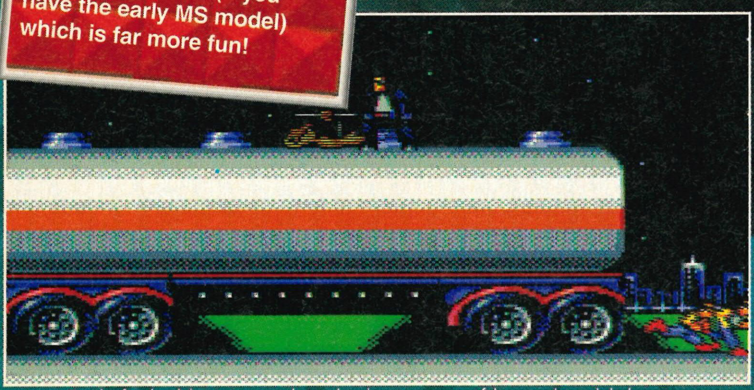
As the game rolls on the gameplay does pick-up a little on further levels. On level two you need to rescue Sarah Conner and this requires a long search through an office building by making use of a lift. You also have use of a gun from level two, although when you run out of ammo it's back to the tedious punching until an ammo icon crops up.

Terminator 2 is a poor release largely due to poor combat sequences and flickery sprites. Like *Robocop 3*, *Terminator 2* is disappointing with old ideas and poor animation.

● **Mark"Up-front"Hill**

PROTIP It really is a difficulty finding a tip worth printing. You could try turning on your MS without the Terminator Cart in the slot. This will bring up that built-in game of Hang-On (If you have the early MS model) which is far more fun!





For the first level the action mainly involves leaping on top of these trucks and dodging the guys with crowbars. Watch out for the motorbike that will zoom along the road and knock you down – your punches won't stop him.



The film Terminator II was the UK's most popular big screen movie before Jurassic Park was released.

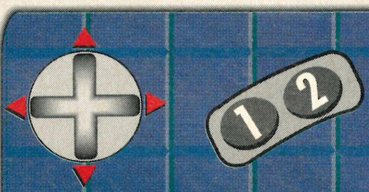


MASTER SYSTEM

TERMINATOR 2: JUDGEMENT DAY

ACCLAIM ● £29.99 ● OUT NOW

CART SIZE 2Mbit
PLAYERS...............1
STAGES 6
SKILL LEVELS.........1
FEATURES..........none
CONTACT
Acclaim © (071) 344 5000



The D-Pad moves the Terminator around the screen, 1 will make him punch or fire and 2 will cause him to jump.

ACTION / STRATEGY

GRAPHICS 59%
▲ Backgrounds stand out boldly with fine outlining and bold colours.
▼ Sprites flicker so much they practically disappear during the action.

SOUND 60%
▲ Terminator is introduced with some fine pumping music to start the game off.
▼ A repetitive noise is the only way of describing when you hit an enemy.

GAMEPLAY 33%
▼ There is barely any technique involved in fighting your adversaries.
▼ The ideas behind each level lack variety and any kind of imaginative approach.

CHALLENGE 41%
▼ There is just no incentive to continue through the levels after playing the first two.
▼ There are no features such as continues, skill levels or two-player modes.

PROSCORE 35%

A dull, uninteresting game that lacks vitality and new ideas. *Terminator 2* is a disappointing spin-off from the block-busting film. Even on the MS this is poor.

SHORT REVIEWS





MASTER SYSTEM

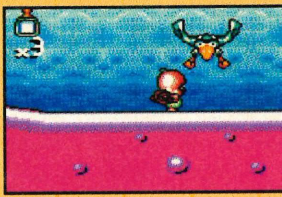
CHUCK ROCK 2 SON OF CHUCK

CORE ● £29.99 ● OUT NOW

After a disappointing release on the Mega Drive, we were hoping that Core Design has produced something special for the 8-bit. Platform adventures on the Master System have improved considerably over recent months with titles such as *Star Wars* and *Land of Illusion* giving the machine more appeal. It's time to see if this release can live up to the hype and give Chuck Junior something to brag about.

The graphics are brightly coloured from start to finish and this helps create a jolly atmosphere. Animation of Chuck Junior is very funny and includes zany reactions when he's hurt or killed. As the game develops the graphics improve immensely, even the bonus levels are included. The end of level guardians are particularly big and nasty, but aren't too difficult to defeat due to easily sussed attack patterns.

What really let the 16-bit game down was that it was too easy. The first levels are still simple to go through, but the overall challenge is ideal. Because the presentation is so



good you're hooked after the first couple of games. It's far more appealing than the MD game and if you enjoy cheery platform adventures you should invest in a little stone-age laughter.

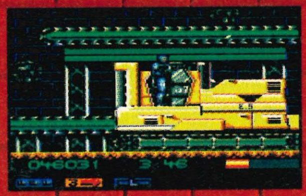
83%

GAME GEAR

ROBOCOP 3

ACCLAIM ● £27.99 ● OUT NOW

Robocop, the ultimate law-enforcement machine, built as a Cybernetic project, is back to clean up the streets of Old Detroit. Equipped with five different weapons and a state-of-the-art suit of armour, he's the City's last hope as crime steam-rollers its way into the lives of the innocent.



The small screen version is no different to the MS version with the same bland gaming format seen so many times before in other releases. At least the crystal screen disguises the poor animation a little more than the MS version, (something that usually handicaps the visual appeal of any GG release).

Graphically, the backgrounds and characters are given some cool shading and detail, there's just a lack of atmosphere in the action with the Robocop character failing to have any aggressive impact on the games-player.

The speed of the game is faster than its MS counterpart and this helps to make the controls a little easier, the combat sequences a bit more fluent. However, the sound is very basic and does nothing to enhance the action.

Some will find getting through the game a challenge, later levels can prove to be very tough. But overall, the poor variety of sound and action will disappoint any fan of Robocop and will certainly be seen as a release with no originality what so ever.

55%

GAME GEAR

JAMES BOND 007 THE DUEL

DOMARK ● £29.99 ● OUT NOW

Bond is back – this time in a somewhat diminished form. No, this isn't a comment on Tim Dalton's over-thespianised attempts at making Bond more human, more me telling you that this is the Game Gear version of the title released on the Master System last April.

The dastardly Professor Greypen is plotting to take over the world in a typically unlikely manner therefore requiring the involvement of Britain's very own James Bond 007.



You find yourself in a platform environment, armed with your trusty Walther PPK and the ability to jump over gaps, over obstacles and so on. In level one, crates fall on your head (unless you move out of the way) and rotating turrets fire at you. You have a number of hit points which diminish depending on how bad you are at avoiding the crates etc.

Bond also packs some handy extras in the form of weapons power-ups (grenades and missiles) but sadly no oilslick-firing device or a Lotus Esprit. These will be necessary to shoot out the gun's turrets, obliterate snapping piranha fish and take out guards who, although initially using single-shot guns, graduate onto machine guns later on in the game.

All in all, Bond isn't a bad Game Gear release, although I had some problems with the slow screen updates when timing jumps. Not bad but nothing special.

70%

This month we'll be looking over releases that either didn't make the deadline, or didn't make the grade.

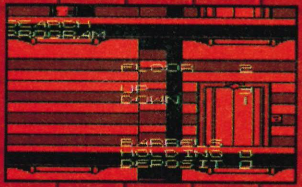
Anyone who doesn't enjoy seeing games put in their proper place should be warned, there are some real dead donkeys – along with the usual thoroughbreds – covered in this issue's Short Reviews. If we like a game we're quite happy to sing its praises from the rooftops, but if we don't...well, read and find out.

GAME GEAR

TERMINATOR 2: JUDGEMENT DAY

ACCLAIM ● £27.99 ● OUT NOV

It's spot the difference between this and the Master System version. I couldn't. The gameplay is tedious in the extreme. It starts with constant



running and punching and when you get a gun it doesn't improve. Even taking into account the limitations of the Game Gear, every way you look at it this is a very poor release. As on the MS the sprites are incredibly flickery, if it's possible worse (as they consistently overlap, managing to cram up to four baddies one on top of another). The creators of this game are either very cynical (thinking it will sell off the back of the film) or very out of date (its style fits somewhere in the mid-eighties). It contains all the worst attributes of videogaming; mindless, repetitive without even a bit of controversy over violence (on the small screen his punch may as well be a hand-shake). The sound consists of a snippet of white-noise every time you hit someone and music that's so scratchy it would've been better amplified through a piece of string connected to an old tin can. With little strategy, less excitement and striking an all time low for value-for-money (I wouldn't buy it for £2.99), my judgement is that this game should be terminated, now.

20%

GAME GEAR

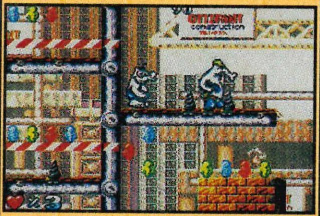
THE OTTIFANTS

SEGA ● £29.99 ● OUT NOW

A young and confused Bruno the Ottifant must rescue his father. He believes that aliens have taken him away. This is simply a fixation of his imagination; Dad's working late at the office. Jelly babies and paperwork are scattered around the office and surrounding buildings leaving a tasty trail for Bruno to follow. With his trunk at the ready and an endless supply of sweeties, it's time for another cute fictional sprite to venture onto the hand-held.

Ottifants is an instantly appealing game mainly due to the colourful and well-animated sprites. The backgrounds are fairly bland in detail but the clever use of colour pales this into insignificance. As with the 16bit version, graphically, this game is well above average.

The main problem is that it's extremely repetitive and the immediate excitement level is short lived. As a side-on viewed platform adventure you travel through numerous levels, but except for one



or two side-tracking special powers, you simply collect the lollies and jelly babies. After two or three levels the game becomes a bore, despite the quality of the graphics and several up-beat tunes.

This style of game has been seen time and time again. Game Gear owners are looking for something special these days and the lack of variation leaves *Ottifants* as a run-of-the-mill platform adventure with some nice touches, but little else.

63%

MASTER SYSTEM

THE ADDAMS FAMILY

ACCLAIM ● £29.99 ● OUT DEC

The idea of this game is to rescue your family who are under the influence of Abigail Craven's witchcraft. Gomez has the daunting task of



breaking the spell but this is more difficult than it sounds. Not only has Abigail spellbound the family but pet spiders, skeletons and plant life have turned on Gomez.

The 8-bit version is almost identical to the Game Gear release reviewed in this issue. It's a platform adventure that takes you into the family household searching for clues. Various solutions are used – not just taking items to locations, etc. – and this adds to the complexity of the game. You often wander through rooms totally baffled only to find the solution just as you're about to give up.

The quality of detailing and overall presentation is very good, adding to the atmosphere and making the game instantly enjoyable. Collision detection problems are far too noticeable and this lets it down. Another annoying factor is the high-pitched screech blasted when your energy is sapped.

One of the most recent platform adventure releases was Virgin's *Wolfchild*. *Cosmic Spacehead*, to be released in November, steered away from the platform format but was full of intriguing puzzles. *The Addams Family* is a 'piggy in the middle' resembling parts of both. If *Cosmic*'s too puzzle oriented and *Wolfchild* doesn't impress, this could be the game for you.

75%

MASTER SYSTEM

ROBOCOP 3

ACCLAIM ● £29.99 ● OUT NOV

Robocop — the ultimate law-enforcer — is here to clean up the gang-warzone of Detroit. Sadly, *Robocop 3* on the Master System is a technical leap back in time with its basic platform action and simple left/right scrolling graphics common in a million street-fighting releases.

You can imagine the scenario, there are guys in the windows of skyscrapers firing in eight basic directions with further thugs on the ground cramming the screen in an identical and repetitive pattern. The Robocop sprite is almost static as he moves and the control lacks any degree of flexibility as animation is so limited.

Robocop has five weapons that complete his combat capabilities. There's the standard sin-



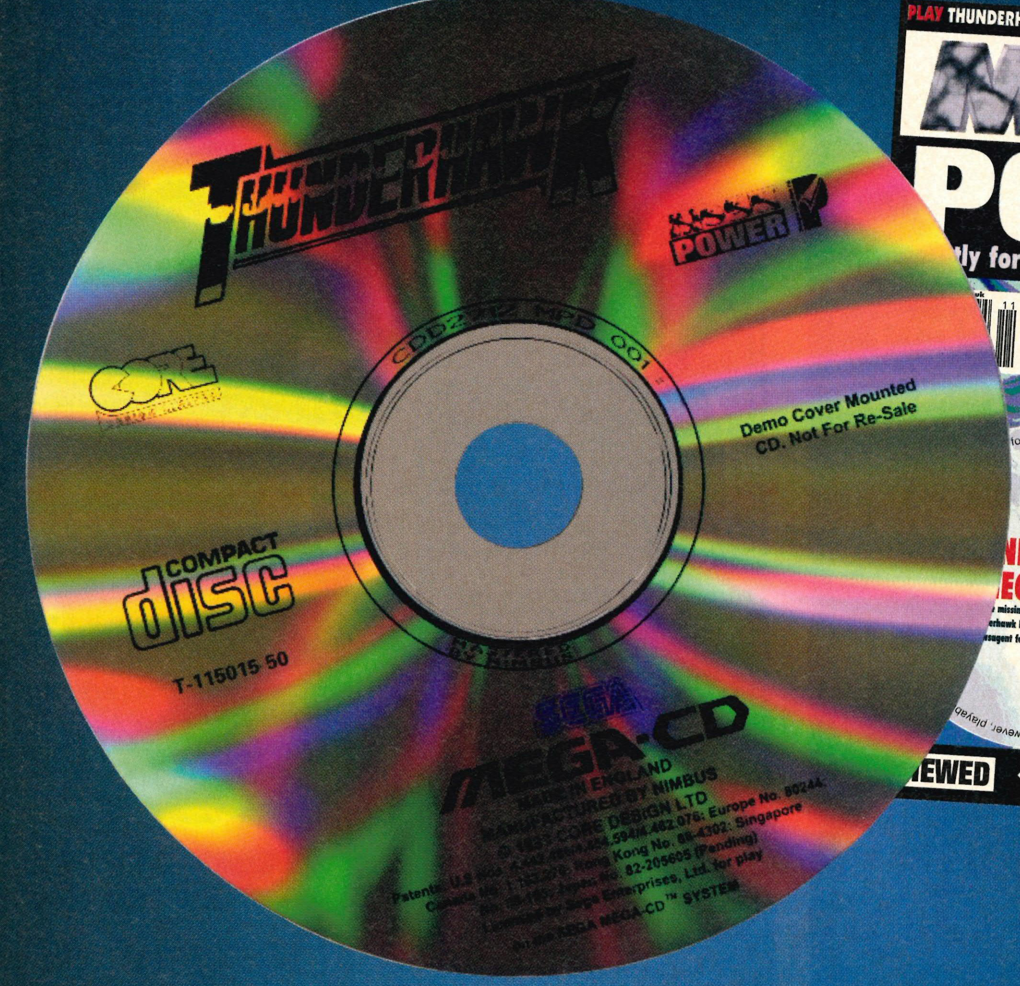
gle-shot pistol you begin with, then upgrades — regular box icons in the shape of 3-way pistols, lasers guns, flame throwers and missile launchers.

I could moan about many aspects of this release but I did all that during the MD review which is of an identical structure. The graphics are a high standard for the humble 8-Bit but gameplay is just too stale and unoriginal. Sound is bad, with repetitive combat noises. In the past this could've been a fair release, but nowadays this style of gameplay has been tried and tested too many times. Avoid.

52%

Mega POWER 4

THE FIRST MAGAZINE TO OFFER A COVER MOUNTED PLAYABLE SEGA GAME DEMO!





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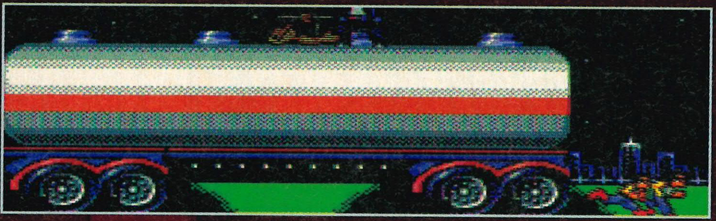
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COMPO



WIN!

T2 TERMINATOR™ 2 JUDGEMENT DAY

A FANTASTIC TERMINATOR MODEL AND WATCHES!



Arnold Schwarzenegger has been back so many times that he almost qualifies as a reincarnation. Now the character (well, we've got to call it something) he made into a worldwide phenomenon is returning to your screens in *T2 Judgment Day* – The Game!

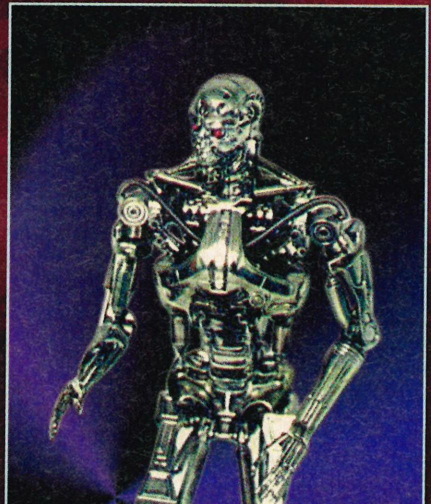
Yep, The Terminator is back in a new family-friendly mode, programmed to protect little children and dance in the woods with lambs and butterflies. Well, maybe not.

John Connor, possibly the unluckiest kid this side of Adolf Hitler's brother, is in mortal danger. At an age when most children would be curled up in bed or selling crack on the streets of Moss Side, he's running for his life from a demon creation from the 21st Century – the dreaded T1000! Luckily John Connor (Senior) has managed to send a lowly T800 back to protect his younger self, thus setting the stage for a tremendous fight and goodness knows how many sequels.

To celebrate the appearance of *T2 Judgment Day* on the Master System, Mega Drive and Game Gear, SEGA PRO and Acclaim Entertainment are proud to bring you some rather excellent Terminator-related prizes!

Not only are we trying to shift this superb endoskeleton (see piccy opposite), but we also have ten T2 watches to give away to, er, ten lucky runners-up! Well, the films are all about time travel after all. To win the endoskeleton or the watches, just answer these ridiculously easy questions.

Now send the coupon below to the following address:
T2 Compo, SEGAPRO magazine,
Paragon Publishing,
Durham House,
Old Christchurch Road,
Bournemouth. Good luck!



QUESTIONS

1/ Arnold Schwarzenegger once starred in a film about bodybuilding. What was it called?

2/ What was the name of the director of the Terminator films?

3/ The T1000 shape-changing introduced a new term to the world of special effects. What is it called? (Hint: It starts with an 'M'.)

ANSWERS

(Do you think we're really that stupid?)

TERMINATOR 2

1.......................................
2.......................................
3.......................................
NAME:...................................
ADDRESS:................................
....
..........................TEL...............

PRO TIPS

CHEATS TRICKS CODES

THE BEST. HINTS, TIPS AND PROBLEM SOLVING FROM THE WORLD'S TOP SEGA PLAYERS!

No game is too tough for Jason Johnson who'll be passing on your hottest tips and offering invaluable advice on how to tweak, cheat and take apart the latest games. If you're a Sega player with a problem - read on! Alternatively, if you're a Sega genius who's just cracked a password system (Ed Lomas!) give Jason a call on Tuesday's between 4:00 – 5:30 on ✆ (0202) 299900.

Send your tips, cheats and problem posers to: ProTips, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

IT'S A WINNER!

Jason's new tips section now has even more SegaPro goodies up for grabs. The reader that sends in the best tip for their specific format will win a cartridge or CD of their choice. All other tips will be put into a free prize draw, the winner receiving a bundle of SegaPro goodies!

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JOE MONTANA 2

PERSONAL PASSWORDS

If you're finding a few problems in this, why not make up your own passwords?

Use the code ?AA?AAAAA and change the first question mark with the number or letter of the team you want to play. The second question mark refers to the week or tournament, so change that to suit your preference.

LETTER	TEAM
A	Atlanta
B	Buffalo
C	Chicago
D	Cincinnati
E	Cleveland
F	Dallas
G	Denver
H	Detroit
I	Green Bay
J	Indianapolis
K	Kansas City
L	Houston
M	Los Angeles A
N	Los Angeles N
O	Miami
P	Minnesota
Q	New Orleans
R	New England
S	New York N
T	New Yo
A	
U	Philadelphia
V	Phoenix
W	Pittsburgh
X	San Diego
Y	Seattle
Z	San Francisco
0	Tampa Bay
1	Washington

LETTER	WEEK
B	One
C	Two
D	Three
E	Four
F	Five
G	Six
H	Seven
I	Eight
J	Nine
K	Ten
L	11
M	12
N	13
O	14
P	15
Q	16
R	Playoffs round one
S	Playoffs round two
T	Sega Bowl

SHINING FORCE

NAME EVERY CHARACTER

On pad 2, hold A, B and C then press START. On pad 1, press A, C and START simultaneously.



MORTAL KOMBAT

CHEAT SELECT SCREEN

To enter the special cheat select screen press DOWN, UP, LEFT, LEFT, A, RIGHT and DOWN.

Andy/Jerry, Bournemouth



SUNSET RIDERS

CREDITS GALORE

Choose the sound select option and listen to each of the tunes from 0 to E. Play the game and you'll have 99 credits.

Pam Milne, Warrington



JURASSIC PARK

PASSWORDS

If last month's solution wasn't enough to keep you playing on this dino killer, here is a complete guide to the passwords that let you access any level, with any character, on any difficulty setting!

EASY

	GRANT	RAPTOR
Jungle	0VVUP8DA	G21G0014
Power Station	2VVUP8DC	I21G0016
River	4VVUP8DE	n/a
Pumping Station	6VVUP8DG	K21G0018
Canyon	8VVUP8DI	M21G001A
Volcano	AVVUP8DK	n/a
Visitor's Centre	CVVUP8DM	O21G001C

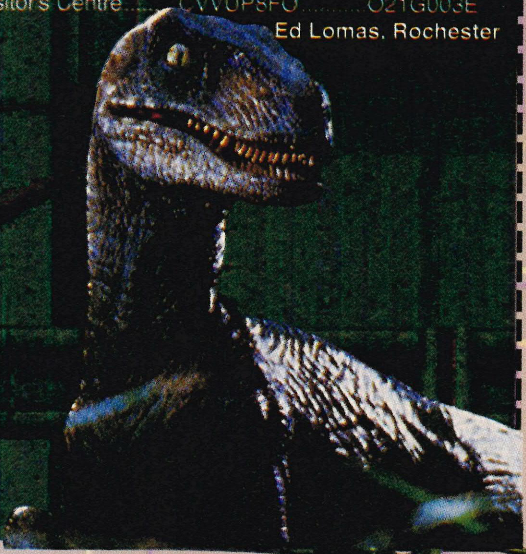
NORMAL

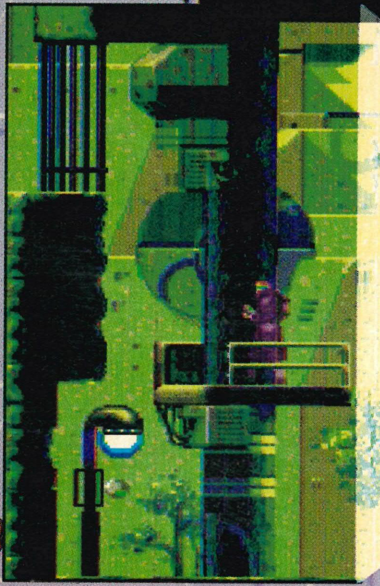
	GRANT	RAPTOR
Jungle	0VVUP8EB	G21G0025
Power Station	2VVUP8ED	I21G0027
River	4VVUP8EF	n/a
Pumping Station	6VVUP8EH	K21G0029
Canyon	8VVUP8EJ	M21G002B
Volcano	AVVUP8EL	n/a
Visitor's Centre	CVVUP8EN	O21G002D

HARD

	GRANT	RAPTOR
Jungle	0VVUP8FC	G21G0036
Power Station	2VVUP8FE	I21GOO38
River	4VVUP8FG	n/a
Pumping Station	6VVUP8FI	K21G003A
Canyon	8VVUP8FK	M21G003C
Volcano	AVVUP8FM	n/a
Visitor's Centre	CVVUP8FO	O21G003E

Ed Lomas, Rochester





FLASHBACK

INVISIBLE DOORS

After meeting Ian and getting your memory back, the green door on the left remains closed until you go back to Ian and ask him how to get to Earth. Instead of speaking to him, go directly to the door. Turn away from it, press LEFT and A to run, then, while still pressing A, press RIGHT so that you roll towards the door (take your finger off the A button). Follow these instructions carefully and Conrad will walk through the door with the Force Field Belt in his possession.

This cheat can be used on most key lock doors and even walls, but don't try using it on the restricted area doors in level two – you'll die!

Kevin Burden, Peckham

JUNGLE STRIKE

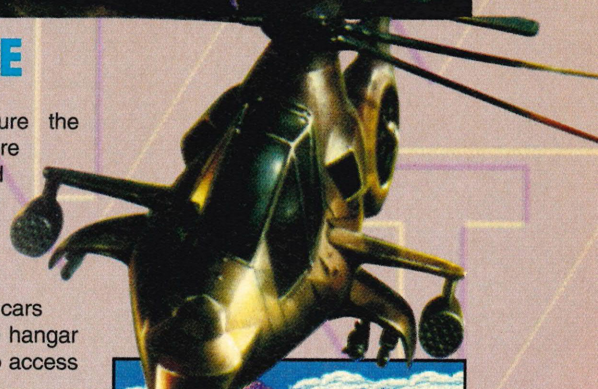
WEAPON GUIDE

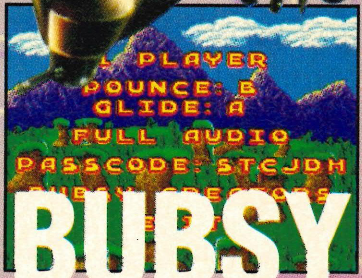
On campaign four capture the weapons commander before doing anything else and he'll tell you where to find all of the weapons. He's on the left side of the screen, but make sure that you destroy the two armoured cars near him, then blow-up the hangar to find him. Use the map to access his information.

EXTRA LIVES

Begin campaign seven and fly right and up until you find the twin guns shooting at you. Destroy them and you will find two small pyramids – the lives are concealed within them.

Mark Carthy, Morecombe





BUBSY

PASSWORDS

CHAPTER	PASSWORD
01	JSSCTS
02	CKBGMM
03	SCTWMN
04	MKBRLN
05	LBLNRD
06	JMDKRK
07	STGRTN
08	SBBSHC
09	DBKRRB
10	MSFCTS
11	KMGRBS
12	SLJMBG
13	TGRTVN
14	CCLDSL
15	BTCLMB
16	STCJDH

WARPSPEED

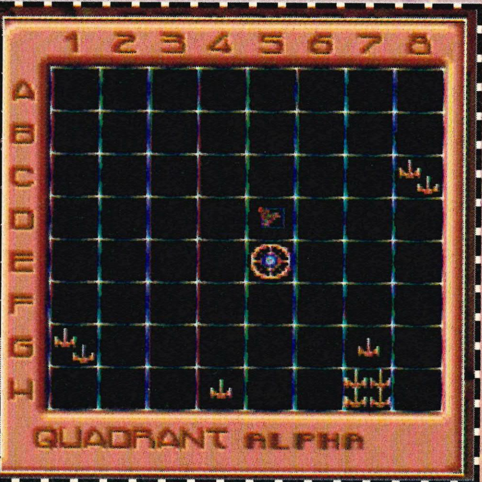
THE BLACK HOLE

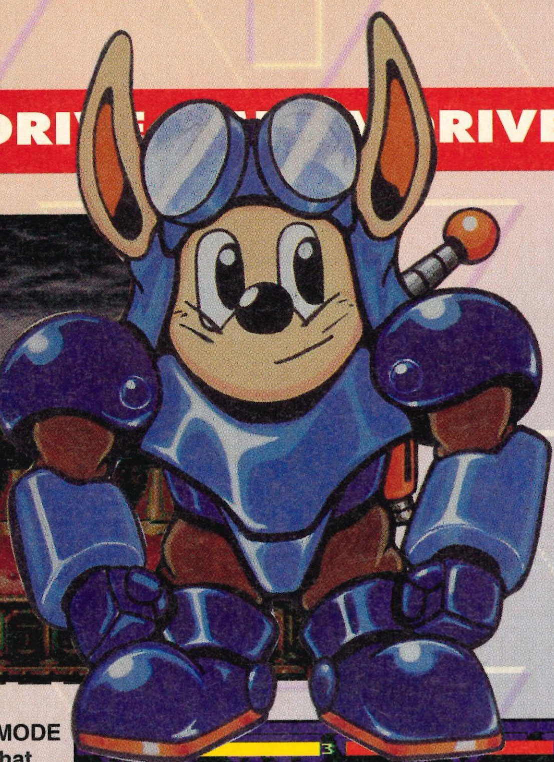
Finding the Black Hole locations should make life easier, so use these directions:

Galaxy Alpha:	1B leads to Beta
Galaxy Beta:	7D leads to Alpha. 3H leads to Beta.
Galaxy Gamma:	5C leads to Alpha. 5D leads to Gamma. 4B leads to Beta.
Galaxy Delta:	3C leads to Alpha. 6G leads to Beta. 2F leads to Omega.
Galaxy Omega:	4B leads to Delta. 5C leads to Alpha. 4D leads to Epsilon. 3E leads to Beta.
Galaxy Epsilon:	2C leads to Alpha.

CAMPAIGN CODES

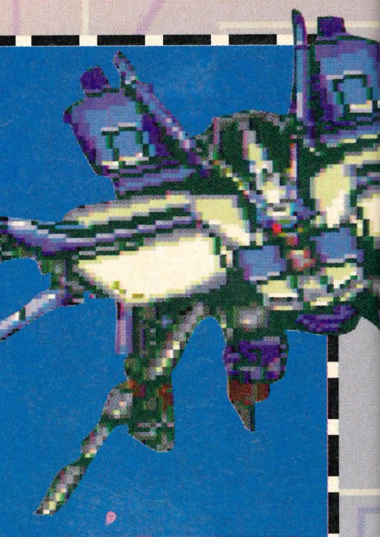
1: W4D HLX VDX
2: W6N CWK 1XM
3: W67 G5R 4DQ





ROCKET KNIGHT ADVENTURES (US)

LEVEL SKIP
On the title screen simultaneously press UP and LEFT ten times. You should hear a ring. Go into the game and press PAUSE, then press C, B, B, A, C and B to skip a level.
Leigh Russell, Ewell

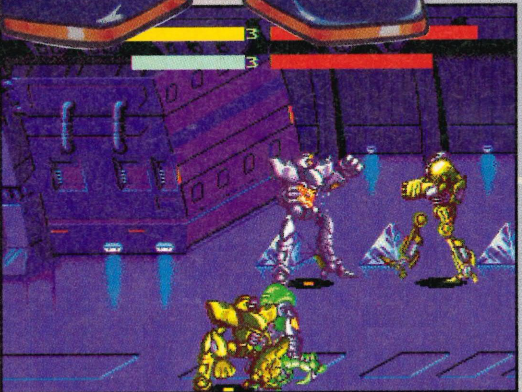


RANGER-X

CLEAR STAGE FRAME BY FRAME
To clear a level at any time pause the game and press UP, DOWN, UP, DOWN, UP, DOWN, C, B, A, RIGHT and LEFT. Press A and you will advance through the game frame by frame, or press B and advance to the final boss. Press B again and you'll finish the level.

CYBORGJUSTICE

CHEAT MODE
To find that ever elusive secret options screen, then pause the game during in either a duel or arcade game and press C, B, B, C, C, A, C and B.



MEGA-LO-MANIA

HIDDEN GAME
To play a shoot-'em-up hidden within this brilliant strategy adventure, enter the password JOOLS.
Arfan Raja, Bedford

KING OF THE MONSTERS

HIDDEN CONTINUES
To access the continues option press A, B, C and start on the title screen. Then press A and a hidden options screen will appear, giving you up to 12 continues.





LHX ATTACK CHOPPER

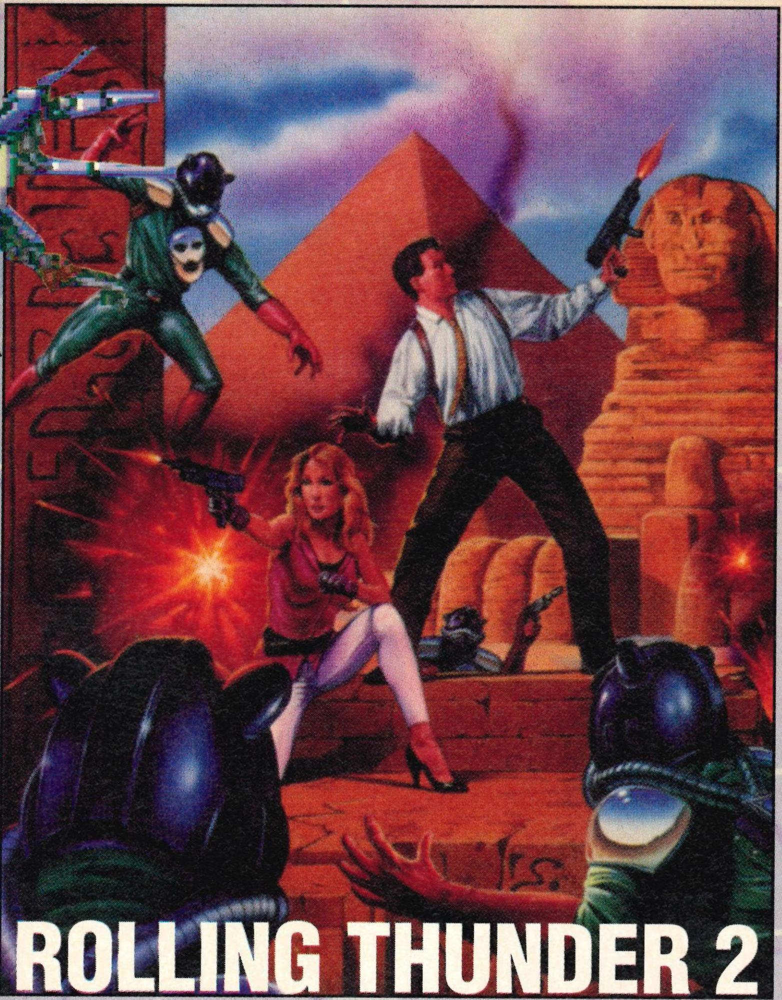
PASSWORDS
Here are the passwords for the very difficult level:

LIBYA	VIETNAM	POLAND
CBAAIFC	CDAEZHA	CDCEI7G
CBAAQQC	CDAEBYC	CDCEQ-G
CBAAYHG	CDAEJVC	CDCEY-G
CBAAAUE	CDAERWC	CDCEBNA
CDAEIVG	CDAEZXC	CDCEJMA
CDAEQWG	CDAEAME	CDCERPA
CDAEYXG	CDAEINE	CDCEZOA
CDAEBEA	CDAEQOE	CDCEB9C
CDAEJFA	CDCEYOE	CDCEJ7C
CDAERGA	CDCEA9G	CDCER-C

Neil De Cort, Essex

RBI BASEBALL 4

SUPER-TEAM
If you are a fan of this brill baseball game why not make your life a little easier by using the super-team. Enter the password: D333 K4K DKMEK.



ROLLING THUNDER 2

PASSWORDS

1B ....A ROLLING PROGRAM SMASHED BY THE GENIUS
2 ....A MAGICAL THUNDER LEARNED THE SECRET
2B.................................A CURIOUS RAINBOW LEARNED THE FUTURE
3....................................A NATURAL FIGHTER CREATED THE GENIUS
3B.....................................A MAGICAL ISOTOPE BLASTED THE DEVICE
4 ....A ROLLING NUCLEUS SMASHED THE NEURON
4B ....A PRIVATE LEOPARD PUNCHED THE NEURON
5 ....A CURIOUS PROGRAM PUNCHED THE POWDER
5B ....A SLENDER FIGHTER ELECTED THE GENIUS
6 ....A LOGICAL LEOPARD BLASTED THE SECRET
6B.....................................A DIGITAL RAINBOW MUFFLED THE SECRET
7 ....A PRIVATE ISOTOPE DESIRED THE TARGET
7B ....A LOGICAL THUNDER SMASHED THE POWDER
8.................................A NATURAL RAINBOW ELECTED THE FUTURE
8B ....A ROLLING MACHINE DESIRED THE FUTURE
9......................................A MAGICAL MACHINE MUFFLED THE KILLER
9B ....A SLENDER NUCLEUS BLASTED THE TARGET
10.....................................A DIGITAL NUCLEUS PUNCHED THE DEVICE
10B.....................................A CURIOUS ISOTOPE CREATEDTHE KILLER
11 ....A PRIVATE THUNDER CREATED THE POWDER
11B................................A NATURAL PROGRAM DESIRED THE NEURON



MAZIN WARS

LEVEL SKIP

To skip through a level and meet up with the final boss go to sound select in the options screen (sound familiar?) and choose 18 with the SE TEST set to 72. Select exit and press START.

PRO ACTION REPLAY CODES

The Pro Action Replay is a games-busting cartridge that not only allows you to enter cheat codes, it lets you find them yourself. If you have any Pro Action Replay codes for either the Mega Drive, Master System or Game Gear send them to:

Action Man, SEGAPRO, Paragon Publishing Durham House, 124 Old Christchurch Road Bournemouth BH1 1NF.

We'd prefer it if you sent in codes for new games, but we don't mind those for old games.

BUBSY
FF023 B0009
Infinite lives
FF024 900XX
Level select (replace XX with 0-13)
FF00E 90059
Unlimited time
FF009 20003
Bubsy is always invincible

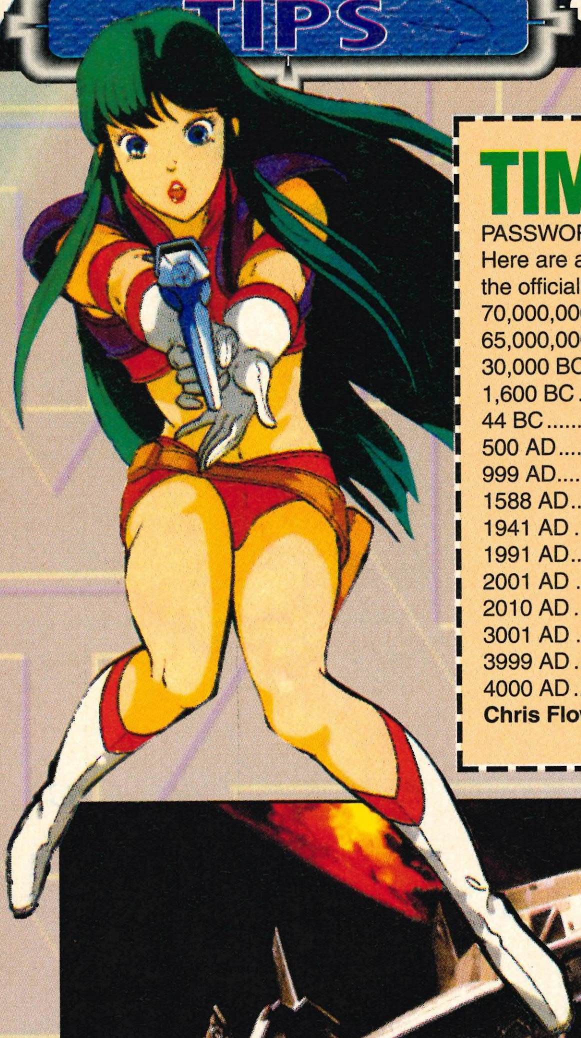
CHESTER CHEETAH – TOO COOL TO FOOL
FFF81 E0004
Unlimited energy/lives
FFF82 100XX
Replace with number of badges

FLASHBACK
FFF49 C000X
Level select (replace X with 0-6)
FFD3D 70005
Unlimited shields

MAZIN WARS
FFCDE D0064
Unlimited energy
FFEBD 90003
Infinite lives
FFED3 20000
Rapid fire

SPLATTERHOUSE PART 3
FF00B 40005
Unlimited lives
FF00B 700E1
Unlimited time

SUPER SHINOBI II
FF37E 0000A
Infinite lives
FF37E 9000F
Unlimited energy
FF37E 30032
Unlimited supply of daggers
FF37E 60006
Unlimited Ninjitsu power
FF37A 6000X
Replace X with stage number 0-6
FF377 C0000
Rapid fire (keep jumping in mid-air)

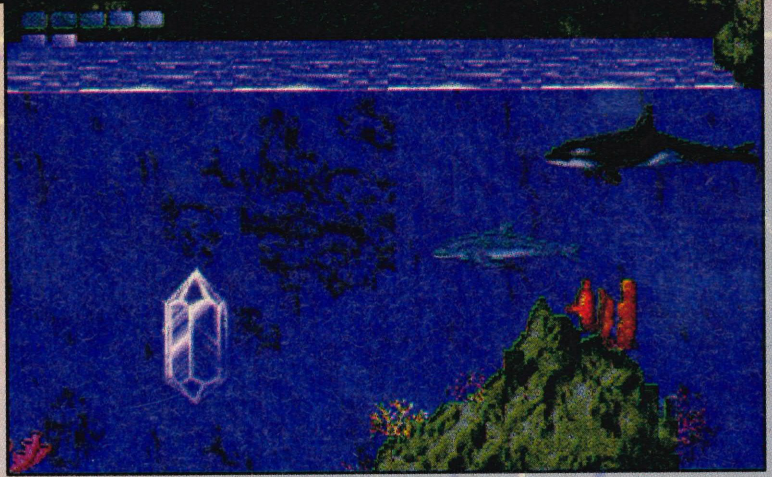


TIME GAL

PASSWORDS
Here are all of the passwords for the official version:

70,000,000 BC....BMCFXWRL
65,000,000 BC.....GJRPQUKS
30,000 BC...........THMZCYFB
1,600 BC.............RYFGSXDK
44 BC.................FTGBDQPW
500 AD..................VSLCZKTJ
999 AD................CYVZPBMG
1588 AD...............DRXHTLQJ
1941 AD.............WBMRJZVH
1991 AD.............SHKXGJWF
2001 AD.............XPTMCSHD
2010 AD...............ZVYFLGQJ
3001 AD............QWCDHRKT
3999 AD.............PLQTVMXY
4000 AD..............LKDWBSYF

Chris Flowers, Gillingham



ECCO THE DOLPHIN

PASSWORDS

Undercaves..............GMRIQDCM
The Vents.....................IUEINLDP
The Lagoon.................GRTJZYJF
Ridge Water...............OVDJDSLB
Open Ocean..............GMYMDSLI
Ice Zone....................GMBRHSLU
Hard Water.................UKZFHSLS
Cold Water..................SYQJHSLZ
Open Ocean(2)..........CCVFFSLM
Island Zone.................ALZBESLS
Deep Water.................IHPFDSLP
Volcanic Reef...............ADLYESLT
Ship Grave Sea..........INWUGSLU
Wreck Trap................WJHQGSLL
The Sea of Silence.......IZSXGSLF
Deep Gate...................AKNBHSLI
The Marble Sea.........QSOMFSLQ
The Library..................WBTXFSLV
Deep City.....................UNIQFSLN
City of Forever...........WADUFSLB
Jurassic Beach...........ONNBJPLY
Pteradon Pond............WPVXIPLL
Origin Beach................AQZIJPLG
Trilobite Circle.............GKGFJPLK
Dark Water..................GZIUKPLR
Deep Water(2)...........GAAGDPLP
City of Forever...........YLQQZNLM
The Tube....................MNEYELLB
The Machine...............SKZNELLO
The Last Fight.............KANZFLLX

Clarence Stroud, Bedminster

FINAL FIGHT

AUTO PUNCH
If you've had enough button-pressing for one day use this code to give your favourite character an auto-punch:
Go to the options screen and highlight Exit. Hold RIGHT, A, B and START. Now nothing will stand in your way as the toughest of the tough guys barely need to flinch an eyelid to beat their opponent into smitherines.





SILPHEED

RECHARGE SHIELD
On the opening demo screen (after Game Arts logo) press RIGHT, LEFT, A, RIGHT, UP, C, B, DOWN, LEFT, B, A and UP on the 1-player joypad. Press START and play the game as usual. Every time you press A on the 2-player joypad you can recover your lost shield.

EXTRA CONTINUES
When you have just one continue remaining press RIGHT, UP, A, B, C, LEFT, LEFT, DOWN, C, A and START. You can now increase your number of continues up to a maximum of 10.

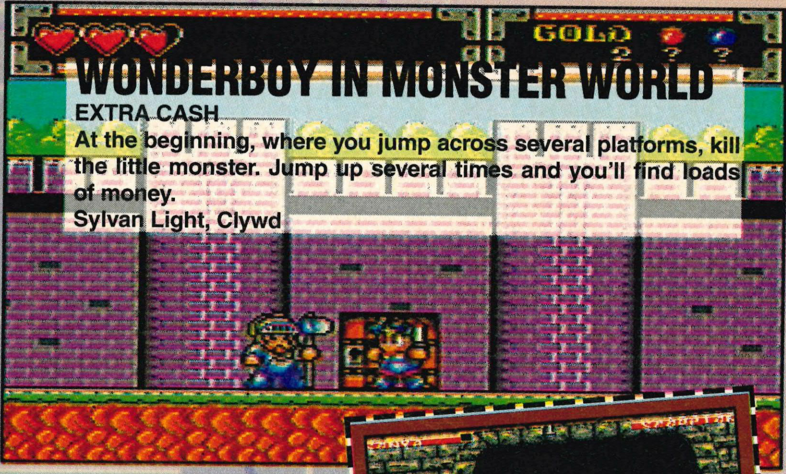
CART WINNER SEGA PRO

MANIA MODE
To play a more difficult version press B, B, A, C, UP, LEFT, RIGHT, DOWN, C, UP and A on the 2-player joypad. Do this after the first demo screen.
Troy Eveshaw, Kent

JAGUAR XJ220

WIN EVERY TIME
To qualify for every lap and skip to the next race, enter MAR as the current driver's name and start a race. Immediately pause the game when the lights are green and press A, B and C simultaneously.



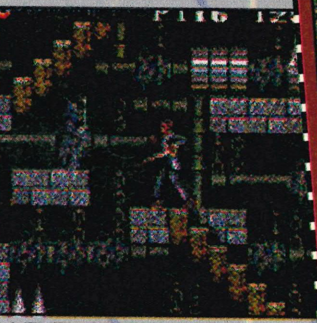


WONDERBOY IN MONSTER WORLD

EXTRA CASH

At the beginning, where you jump across several platforms, kill the little monster. Jump up several times and you'll find loads of money.
Sylvan Light, Clywd

MASTER OF DARKNESS



LEVEL SELECT

Press diagonally UP/LEFT and keep both buttons held down until the cheat screen appears. You can now change the round number, stage, number of lives and the collision detection.





MORTAL KOMBAT

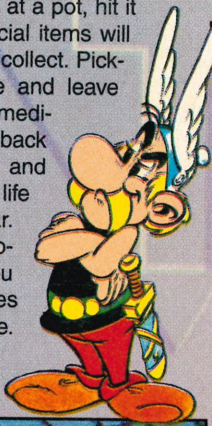
BLOOD CODE

Oops! The gore code was incorrectly printed in the ProGuide to MK, so here is the proper version: On the ethical code screen at the start of the game enter 2, 1, 2, DOWN, UP.

ASTERIX

INFINITE LIVES

When you arrive at a pot, hit it and several special items will fly out for you to collect. Pick-up the extra life and leave the screen immediately, but walk back onto the screen and another extra life will appear. Repeat this process until you have enough lives to finish the game.
Sylvan Light, Clywd

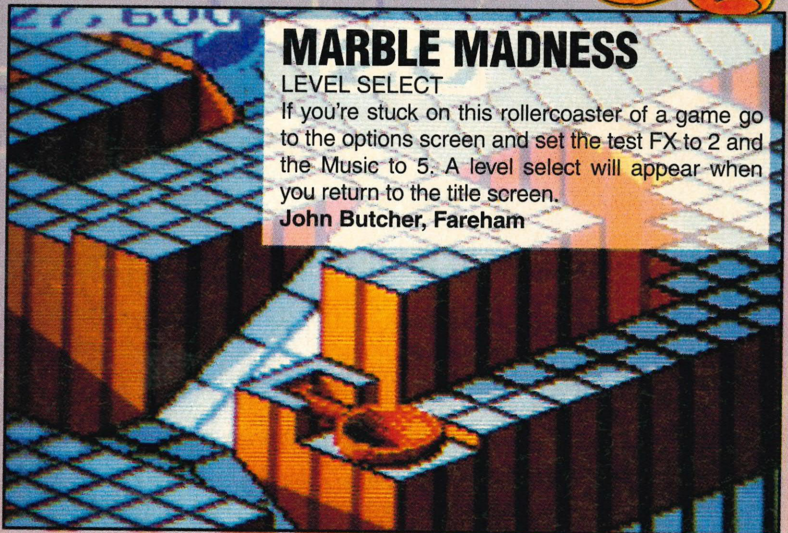




TRANSBOT

INFINITE LIVES

With the MS switched off hold down buttons 1 and 2. Turn the Master System on and five seconds after the title screen appears a secret command table will come up. Release the two buttons and press up, down, left and right on control pad one. Press start on control pad two and finally start on control pad one. You will now be invincible.
Adam Harry, Luton



MARBLE MADNESS

LEVEL SELECT

If you're stuck on this rollercoaster of a game go to the options screen and set the test FX to 2 and the Music to 5. A level select will appear when you return to the title screen.
John Butcher, Fareham

PRO ACTION REPLAY CODES

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We'd prefer it if you sent in codes for new games, but we don't mind those for old games.

CHUCK ROCK
00DC0 8E03
Infinite lives
00C0 8E03
Infinite energy

TOM AND JERRY
00CB 8007
Infinite continues
R-TYPE
00CE 1A80 + 00CE 0501
Droid unit and laser

WONDERBOY 2 – THE DRAGON'S TRAP

GAME GEAR
PART ONE OF FIVE
We have had so many calls and requests for help that we decided it was high time we gave you a complete low-down on this classic game. Here is the first of five parts.

WONDERBOY – (NO PASSWORD)

Once you have killed Mecha Dragon go left until you reach a door, once you have killed the enemy in this room you will be given a key that will open the door. Walk right, dodging the falling blocks and killing the single enemy until you get to the end of the corridor. Walk left and kill the few enemies that block your path until you reach the end.

LIZARD MAN – 2CFK 7LH 8G4V T2M

Go into the second door on the right and buy all that you can afford. Go past the church until you reach a door. Enter and fall right, then keep walking right until you reach a treasure chest to find a heart. Now go left until you reach a door, pass through it and you'll end up in another room.

Go through the door on your right and walk right to the first door past the church. Walk right and jump into the well, keep going right until you reach the water. Eventually, you will come to a hut – don't go in! Continue right until you reach another hut, go inside and then into the middle door, buy the goblin mail and leave. Go into the door on your left and open the treasure chest, then use a magic stone.

To start at this point enter the password: YF3V 5E4 483H MBH.

Go right and halfway between the two doors press UP, you'll now be in a hidden shop so stock up with potions and leave. Walk over the bridge until you reach the hospital where you can enter and be cured. Travel back over the bridge and jump onto the platform with a door, go through and spring up to another platform.

The next door will transport you to a long platform – this door takes you to the desert. Go left until you come to a crab, kill it with a tornado and drop down. You should now be underwater. Move left until you reach a wall, enter the door and open the treasure chest.

Head right until you reach a blue crab. You can try and kill him using tornadoes and fire-balls. Go left until you arrive at a well – fall down it. You should now be in a room with a treasure chest. Open it and leave the room via the door on the left. Now go left, over the pyramid and along the ground until you reach the door with a sphinx. Go in and open the treasure chest, then leave, watching out for the enemy on your left.

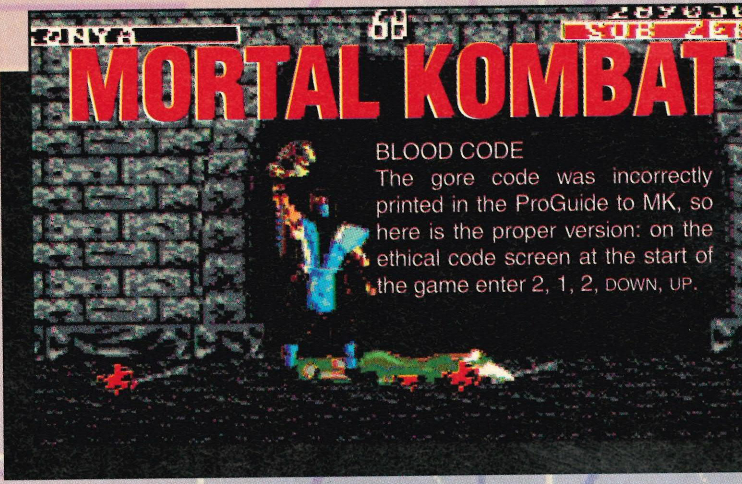
Travel right until you reach the well and fall into it, but this time press LEFT as you fall. Now go left until you reach a spring to fire you into the pyramid. Wander around the pyramid killing all of the enemies until you reach the door at the top that leads to a corridor. Walk along the corridor and you'll fall down a hidden gap. Walk left and you'll fall down another gap, walk right to a door, go in and you will be faced by the Mummy Dragon.

To kill her, duck whilst she's in the air and then when she goes onto the ground fire at her twice, then duck. Repeat this several times and she will die. Re-enter the pyramid as Mouse-man. Go down the pyramid to the well. Jump over it and onto the mouse blocks. Walk over to the door and go in. Open the treasure chest and then use the magic stone.

Part two next month.

Ian Arblaster, Wolverhampton





MORTAL KOMBAT

BLOOD CODE
The gore code was incorrectly printed in the ProGuide to MK, so here is the proper version: on the ethical code screen at the start of the game enter 2, 1, 2, DOWN, UP.



WORLD CLASS LEADERBOARD

MIXED COURSES
To add a little variety to the game, use this code to shuffle the order of the courses: Hold down 1,2 and START simultaneously. Now, press UP, DOWN, LEFT, RIGHT, RIGHT, LEFT, DOWN and UP.

Kevin Pryke, Fareham

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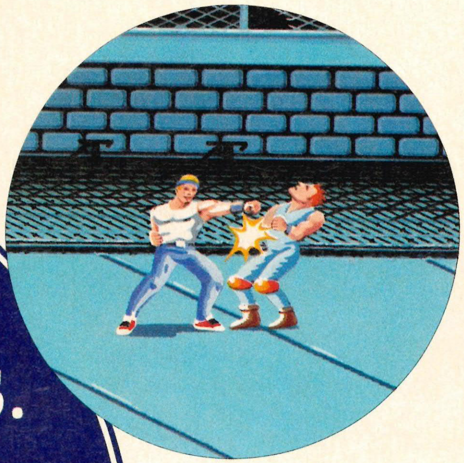
Action Man, SEGAPRO, Paragon Publishing Durham House, 124 Old Christchurch Road Bournemouth BH1 1NF.

We'd prefer it if you sent in codes for new games, but we don't mind those for old games.

SONIC THE HEDGEHOG
00DC F700
Strange noises
00D2 0628
Infinite shield
00DC 0A02
Infinite sneakers
00D2 0638
Infinite shield

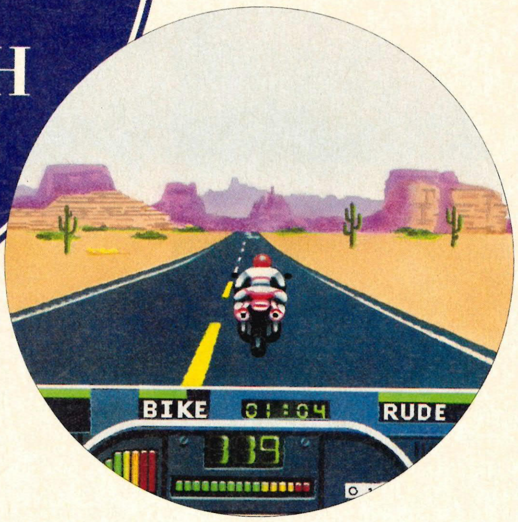
WONDERBOY
00C1 2701
Axes from start
00C1 2797
Killer skateboard
00C1 2793
Invincibility
00C1 2705
Skateboard and axe





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____

POSTCODE ______________________

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PRO TIPS HELP!

CHEATS TRICKS CODES



HELP! Favourite game getting you down? Can't reach that tricky platform, or find the other hidden door? Well, here's Jason to help you out of that tight spot, or discover that elusive level select. Your problems can be solved by writing to:

ProHelp, SegaPro, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

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CHUCK ROCK
PRINCE OF PERSIA
SONIC 2

MOONWALKER ● MEGA DRIVE
FINAL DOGS

Q **Barbara Waite** lives down under in **Australia** and is stuck on *Moonwalker*. She wants to know how to finish the second level and avoid being killed by the Dobermans.

A The answer to your problem is to hit the white dog about seven times and you'll be transported to the third level. By the way, there is a level select that can be accessed by going to the title screen and pressing UP, LEFT, A and START on player two's D-Pad, quickly followed by pressing START on player one's D-Pad.

LAND OF ILLUSION ● MASTER SYSTEM
CLOUD SHOES

Q **Laura Cummins** from **Middlesex** is totally stumped on this brilliant platform adventure and wants to know where you can collect the cloud shoe and how to get into the pyramid.

A Find the cloud shoes you'll have to finish the Desert Stage. Kill the crab and you'll be given them.

To get into the pyramid walk to its far side then pick-up and smash the two blocks at the bottom. Shrink and you can walk through the hidden exit.

PRINCE OF PERSIA ● GAME GEAR
PRINCE'S CODES

Q Dominic Clare from Ross-on-Wye is stuck on the GG version of Prince of *Persia* and wants a level select or level codes.

A Here are the level codes, but I don't know of a level select as yet.

LEVEL	CODE
2	EIKGDP
3	ILLKGE
4	LMJMIK
5	HGFIDN
6	IFGIDO
7	MIMLGC
8	KELIDU
9	NFOKFF
10	LCJHCP
11	OEMJEB
12	PEJKEA
13	PDHJDV
14	QDGJDV



TIME SOLDIERS ● MASTER SYSTEM
INVINCIBILITY

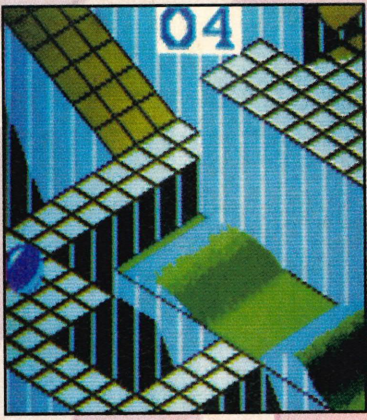
Q **Keith McArdle** from **Tyne and Wear** is having problems with *Time Soldiers* on the Master System. How about an invincibility cheat, Keith?

A To allow player one to become invincible during a two-player game walk off the back of the screen.

ALTERED BEAST ● MASTER SYSTEM
EXTRA HELP

Q **Chris Johnstone** wrote in from **Yeovil** complaining of problems with this age-old game. How can you still be playing this?

A The answer to all your problems can be revealed in the form of a level select. Press START and B from the title screen.



MARBLE MADNESS ● MASTER SYSTEM
LEVEL SKIP

Q **Hugh Watson-Gandy** from **Swindon** asks if there are any cheats for this game. A level select would be particularly useful, he says, so here goes.

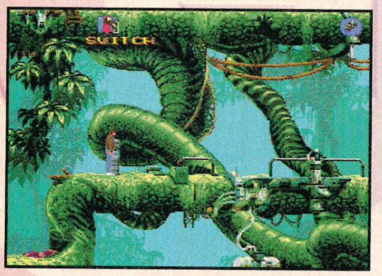
A On the option screen set the parameters: Test FX two, Test Music five. Move the pad to level select and you can skip to any level.



FLASHBACK ● MEGA DRIVE
ASIAN TRAIN

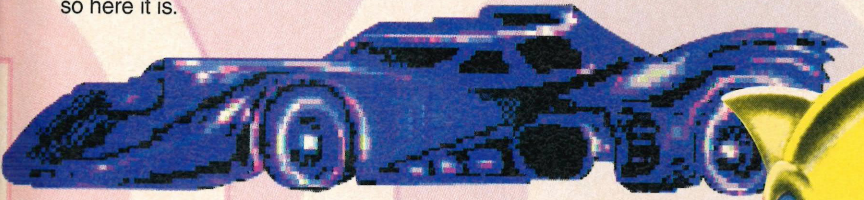
Q Not knowing where to go from the train station in Asia has lead **George Loyd** from **Birmingham** to drastic measures. Not only has he written to ProHelp, but he even sent a month's pocket-money to pay for printing costs! I really enjoyed the sherbet dip, cheers!

A If you've had problems with this game, you're not alone! You must walk as far as you can, then jump onto the platform on the right. Jumping from this platform to the almost unreachable platform on the left is tricky, but take a long jump and you should be able to make it. The rest is for you to figure out!



BATMAN RETURNS ● MEGA-CD
LEVEL SELECT

Q **Helen Devereux** from **Windsor** is in trouble with the American version of this above average platform-come-racing game. She asked for a level select, so here it is.



A Go into the options screen and highlight the 'driving only' section. Hold the D-pad LEFT and press B. Move the cursor down to difficulty, hold LEFT and press B. Repeat this all the way through to seven on the options screen, when you reach the bottom option go back up the list and repeat the procedure. You should hear a jingle, this will confirm that the cheat has worked. Change the options to what you want and start the game. Press START and then C to select the level.



YOU WANNA WIN A T-SHIRT?



Paul Condren from **County Durham** asks:

"I recently bought *Alien 3* for my Master System and after many hours of play I finally reached the first of the final bosses, just after the lead factory stage. I started with a full complement of ammo and gave her everything I had, but she still refused to die! Left with no ammo, all I could do was watch as she happily continued to waste me.

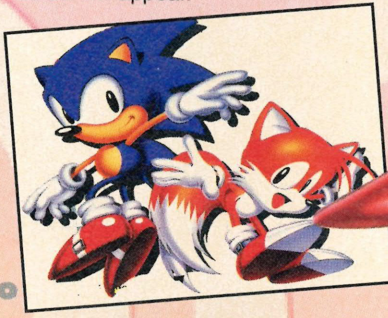
Please tell me how to nail the xenomorph before I despair and destroy my Master System, so that it is no longer in 8bits, but lots of little bits on the floor."

If you know the answer, write in to the ProHelp section and you could be the lucky winner of an exclusive SegaPro T-shirt.

SONIC THE HEDGEHOG 2 ● GAME GEAR
LEVEL SELECT

Q **Barry Culhane** from **Ireland** desperately needs a level select for *Sonic 2* on the Game Gear.

A efore switching the machine on, hold the D-Pad diagonally LEFT and DOWN, then hold START. Switch the Game Gear on, still holding the buttons down and wait until Sonic has run across the screen. Press START and a level select will appear.



CHUCK ROCK ● GAME GEAR
PASSWORDS

Q **David West** wrote in complaining that he already had a level select, but lost it! Just in case you're still stuck on this zany platform game here are the passwords to each level.

LEVEL	PASSWORD
2	7G09M
3	NN6E3
4	84AKC



SONIC THE HEDGEHOG 2 ● MEGA DRIVE
CHEATS ZONE

Q Eight year old **Timothy Henry** from **Reading** is still trying to find the cheats zone and is now so upset that he doesn't believe it exists. Unfortunately, there is no such thing as the cheats zone.

A However there is a hidden zone which hasn't been finished that you can access with an Action Replay cartridge. Enter the codes:

FFEE1 00008
FFFE1 10000



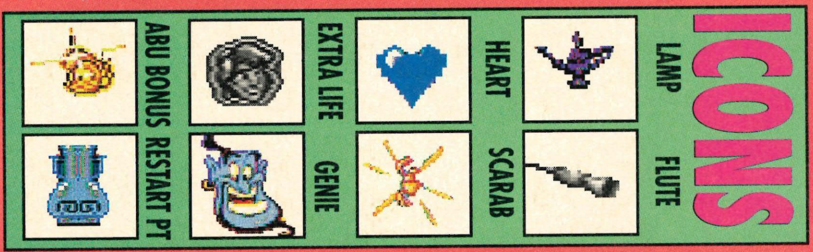
TIPS

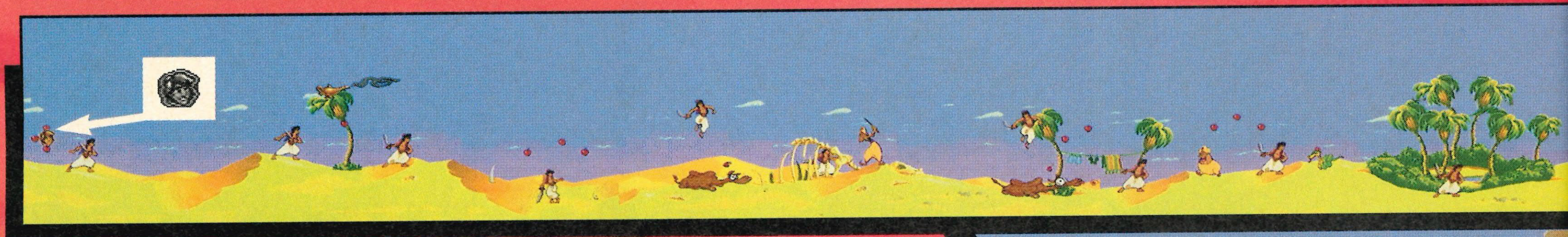
Disney's Aladdin

MEGA DRIVE



This month Mark Hill and Colin Nightingale bring you a comprehensive guide to *Aladdin.* The Disney classic is graced with superb animation and colour that gives the player that feeling of playing in a cartoon. The gameplay is enhanced by a unique cel animation process that makes the animation sequences a lot faster – some up to sixty frames per second. With the first seven levels fully mapped this month and the other four to come next month, there's only one Sega Mag you can trust to bring you the very best in tips on the top selling titles.





LEVEL 2

In the desert you'll be told to find the Golden scarab which must be touched three times before you are able to complete the level. These are clearly shown on the map.

Before you move RIGHT from the starting position, go lLEFT to find an extra life surrounded by apples. This is often easily missed!

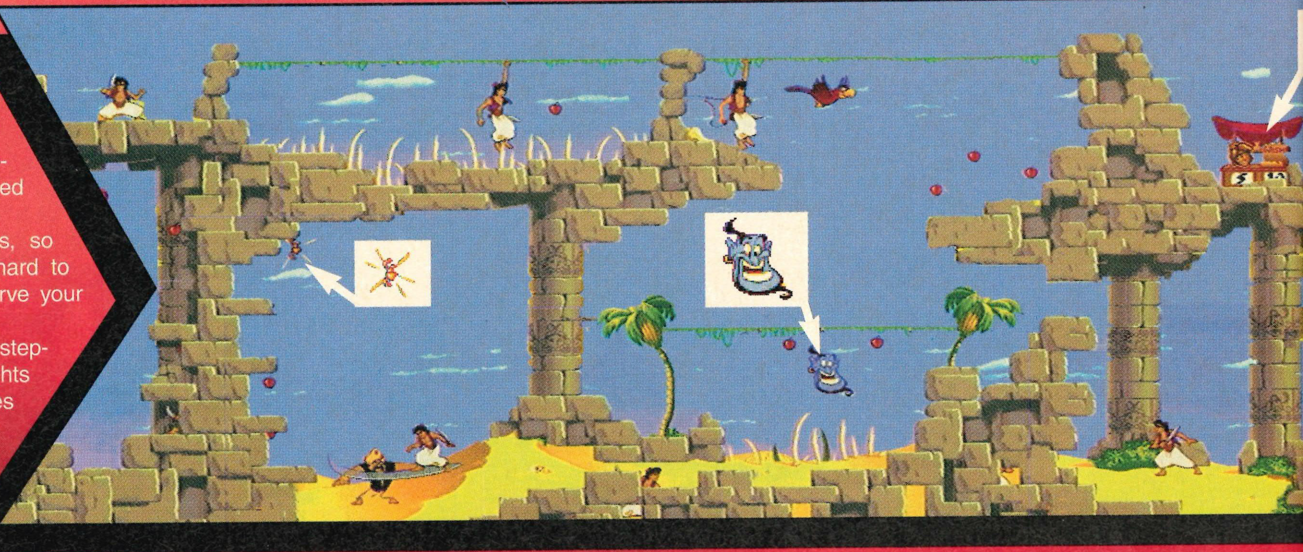
The route through the stonework is often tricky to master, you'll need to work your way through whilst taking into account the fact that some passages run through the rocks. Look out for the heart found in the long hidden passageway that's indicated by the dotted line on the map.

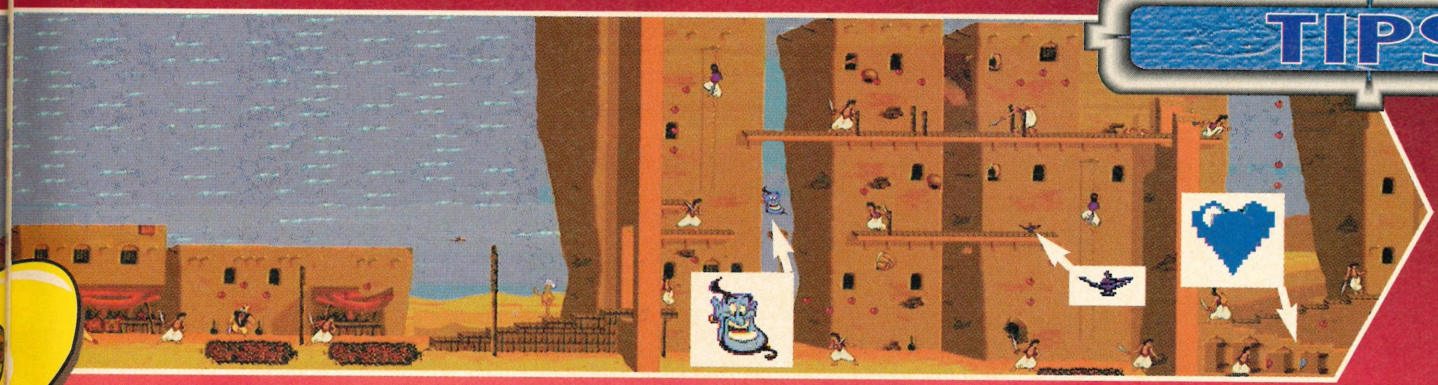
Enemies are pirates and snakes, so continue to use apples for the hard to reach baddies so you can preserve your energy.

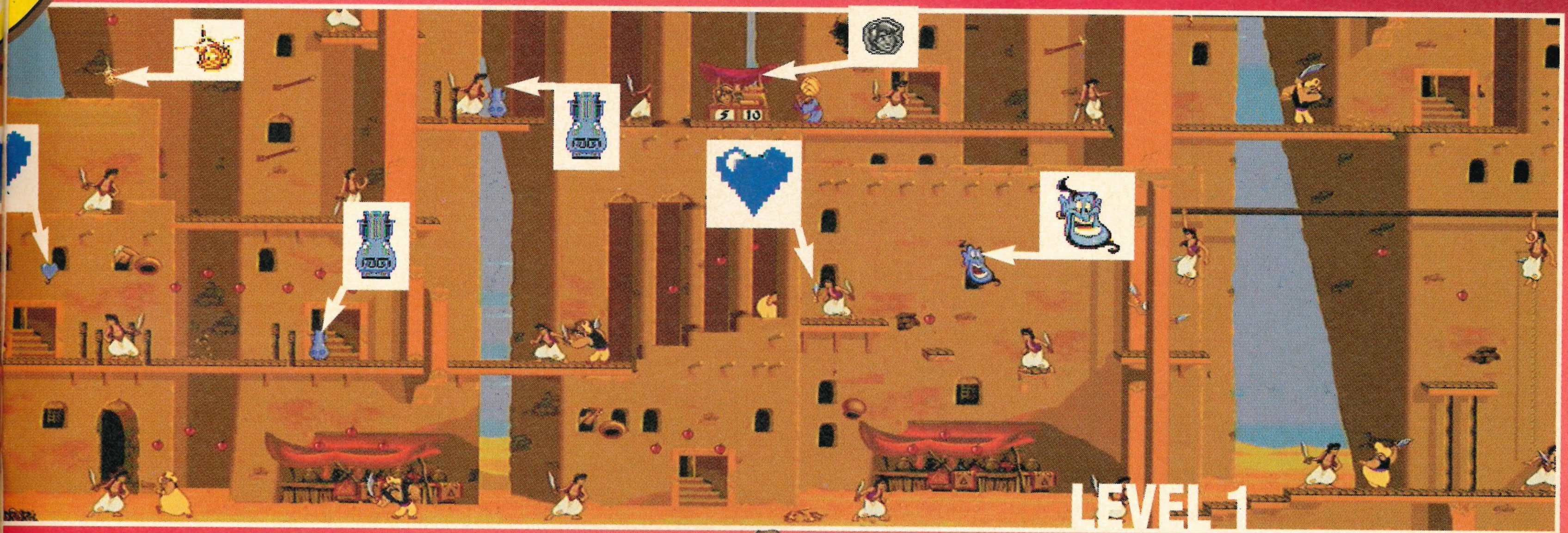
The palm trees can be used as stepping stones for gaining new heights in some situations and the spikes that come up through the sand will need to be watched as these are major hazards.



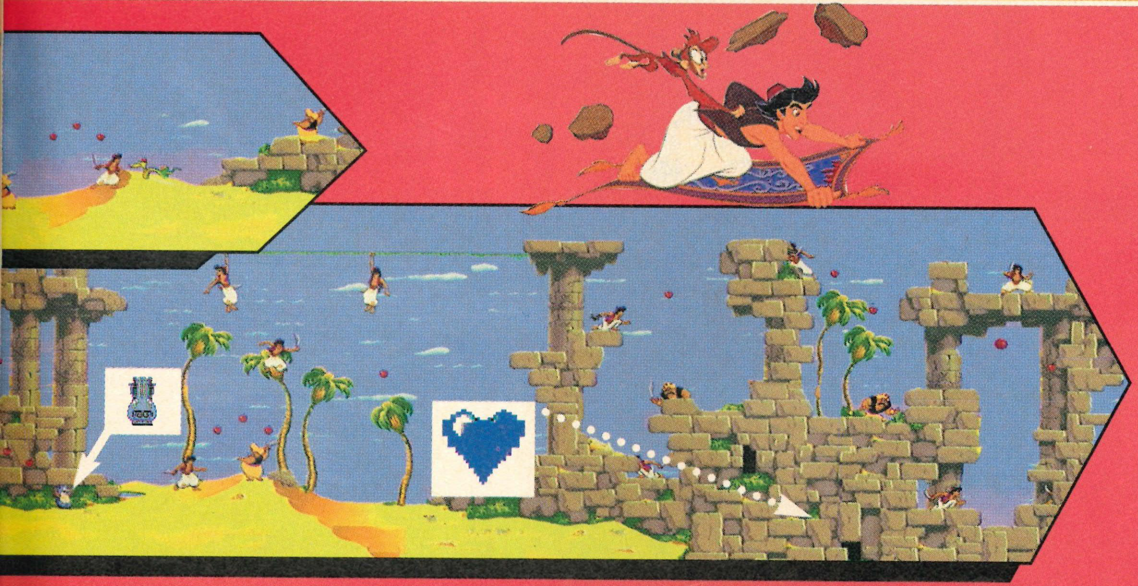








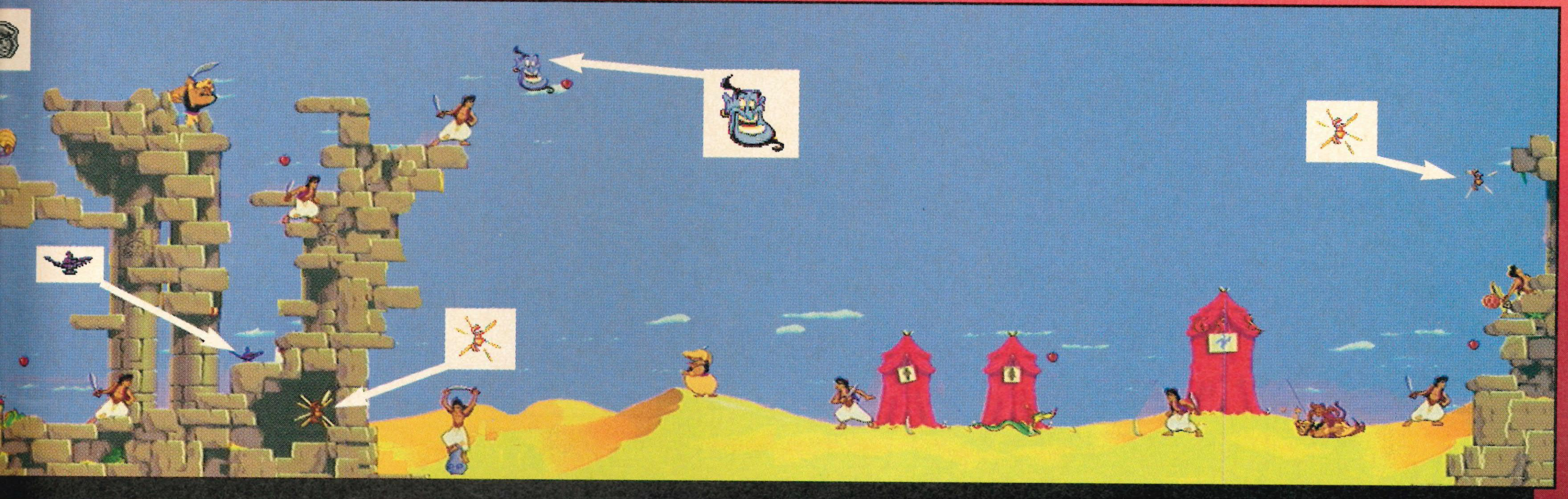
LEVEL 1



The first level is really a warm-up stage as it's fairly easy guiding Aladdin through the built-up town. You'll need to watch the falling platforms and leap over the hot rock pits whilst making sure you attack the pirates as soon as you reach them. You'll be able to deflect any daggers thrown in your direction by using your sword. In some situations it is wise to throw apples at the baddies rather than jumping in and hoping for the best. It only takes two or three apples to kill off most of the enemies.

It's not too difficult collecting the bonus icons throughout this first scenario. Most are exposed whilst a few energy hearts are partly hidden behind bits of the stonework. Make sure you collect all the gems as you'll be able to purchase an extra life for every five you posess. The Genies are very useful as these give you you're chances on the sub-level Genie game where lives and gems are on offer.

Collect the Abu symbol to access the gem bonus game at the end of the level.







LEVEL 4

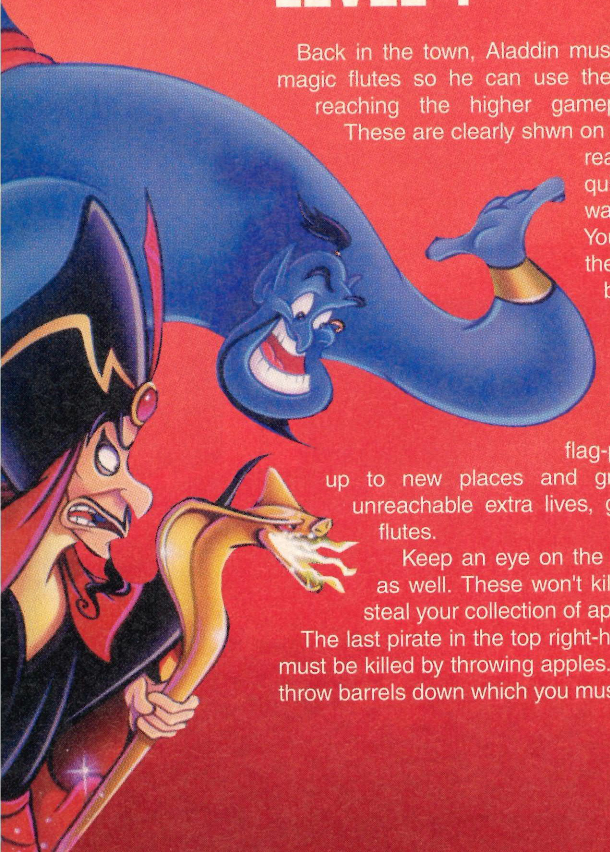
Back in the town, Aladdin must find the magic flutes so he can use the ropes for reaching the higher gameplay areas. These are clearly shwn on the map, and reaching them is quite straightforward.

You'll find a few of the Genies hidden behind the brickwork – these are identified by the patches of blue peaking out from behind walls.

Use the horizontal flag-poles for spinning up to new places and grabbing otherwise unreachable extra lives, gems and magic flutes.

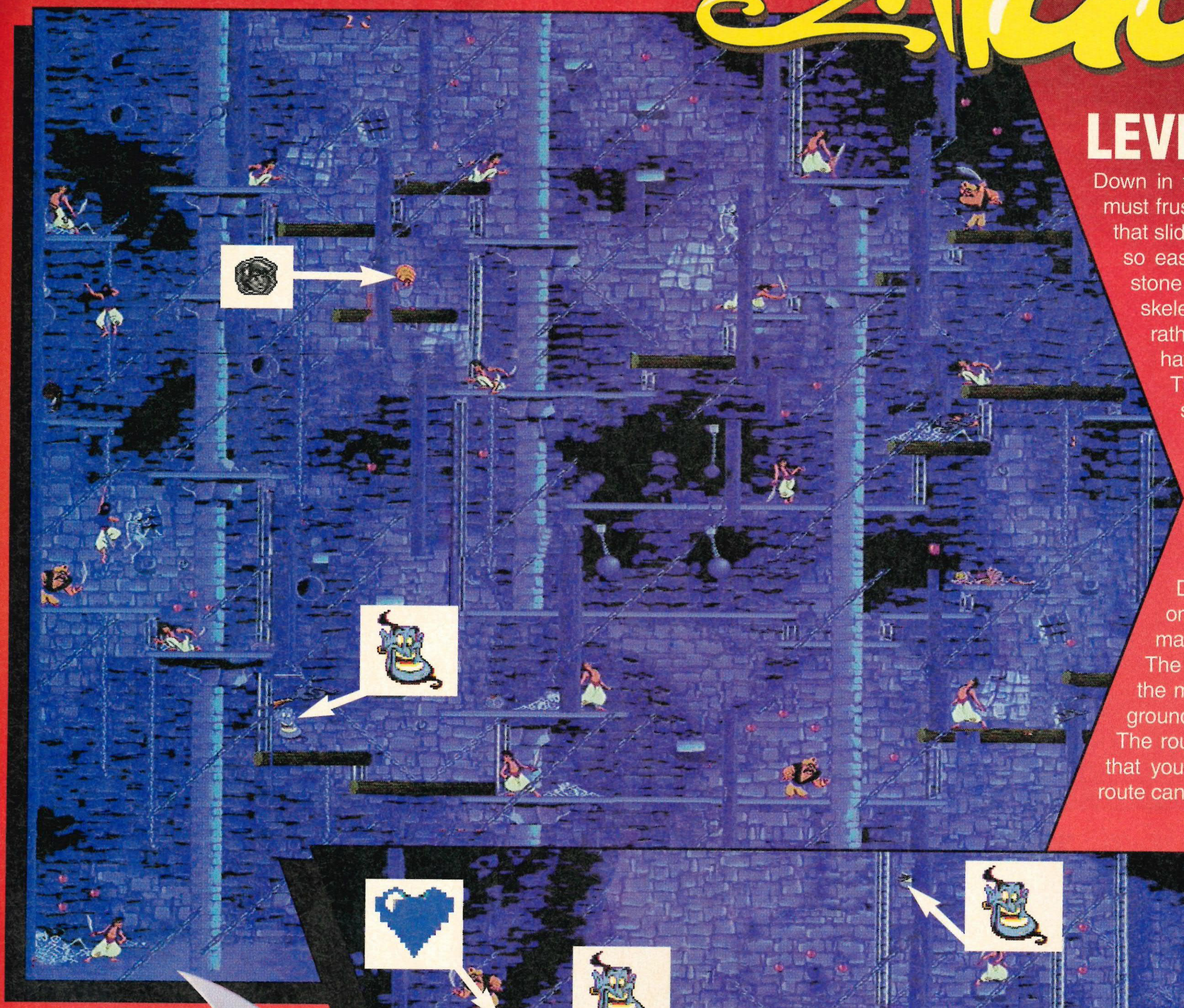
Keep an eye on the basket thieves as well. These won't kill you but just steal your collection of apples!

The last pirate in the top right-hand corner must be killed by throwing apples. He'll also throw barrels down which you must jump!





Disney's Aladdin



LEVEL 5

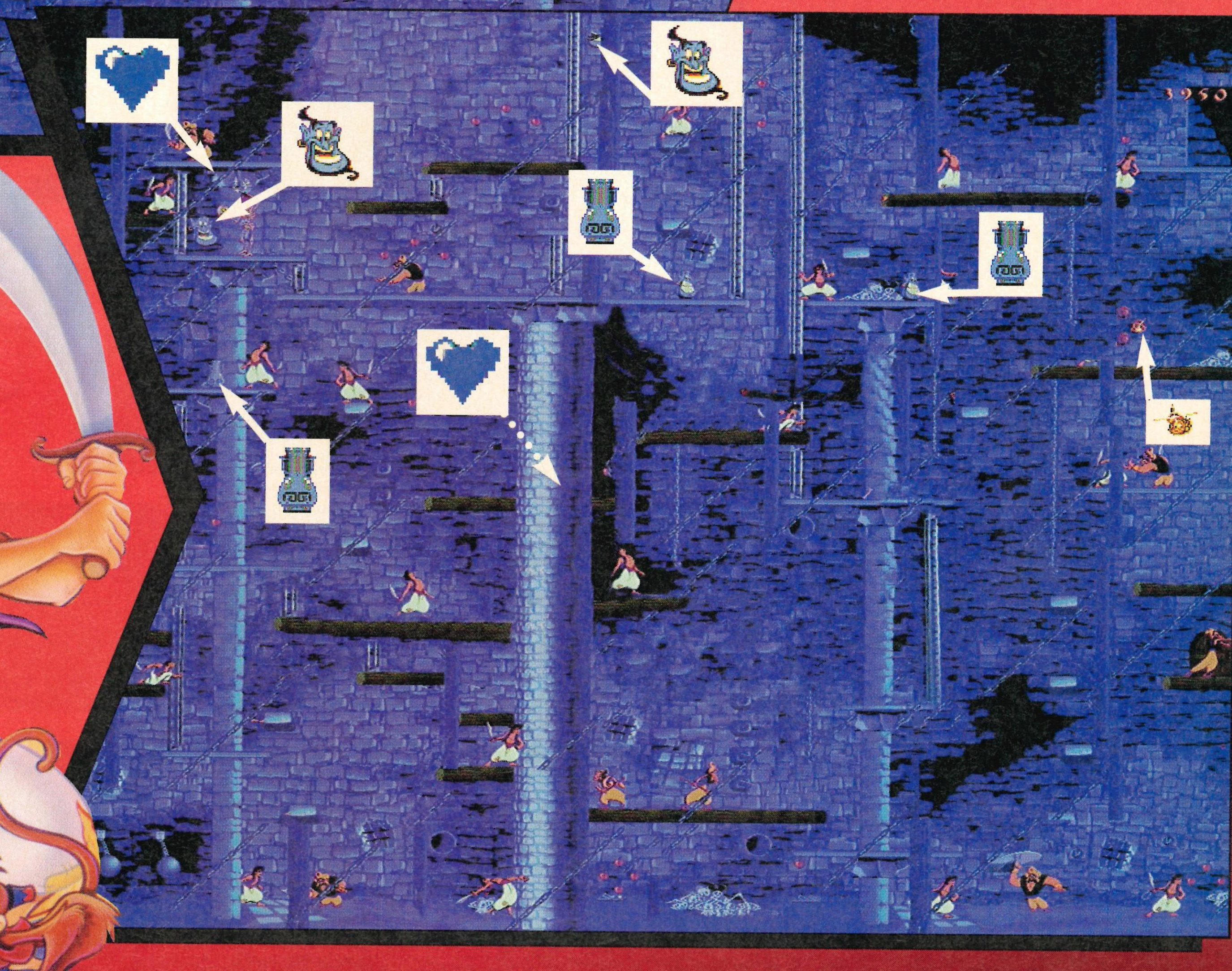
Down in the cold gloomy dungeon you'll have a must frustrating time judging the stepping stones that slide in and out of the walls in sequence. It's so easy to get near the top only to slip on a stone and fall whilst fighting any surrounding skeletons, pirates and bats. Try to use apples rather than the sword to fight here as you'll have more control on the stones.

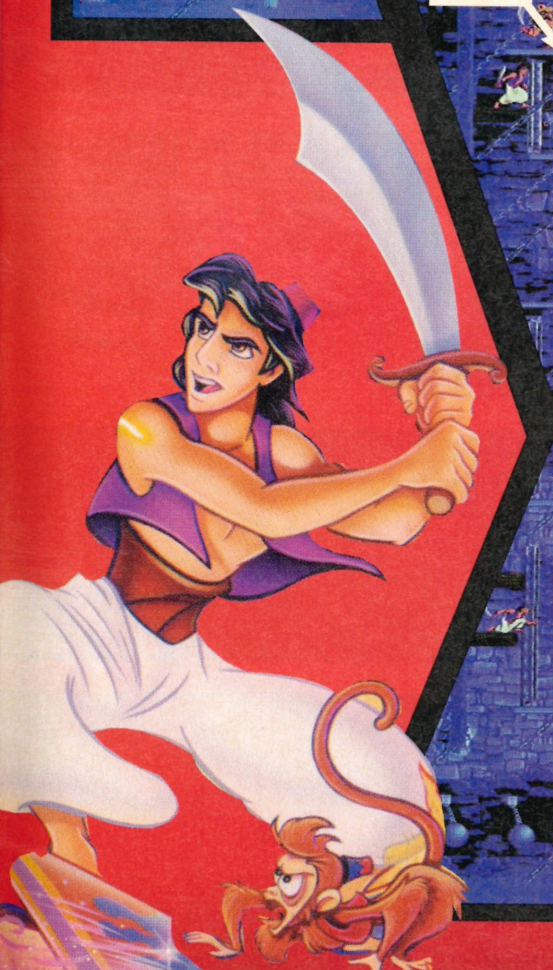
The huge balls on chains swing in a 3-D style from the wall and these will need to be passed with caution.

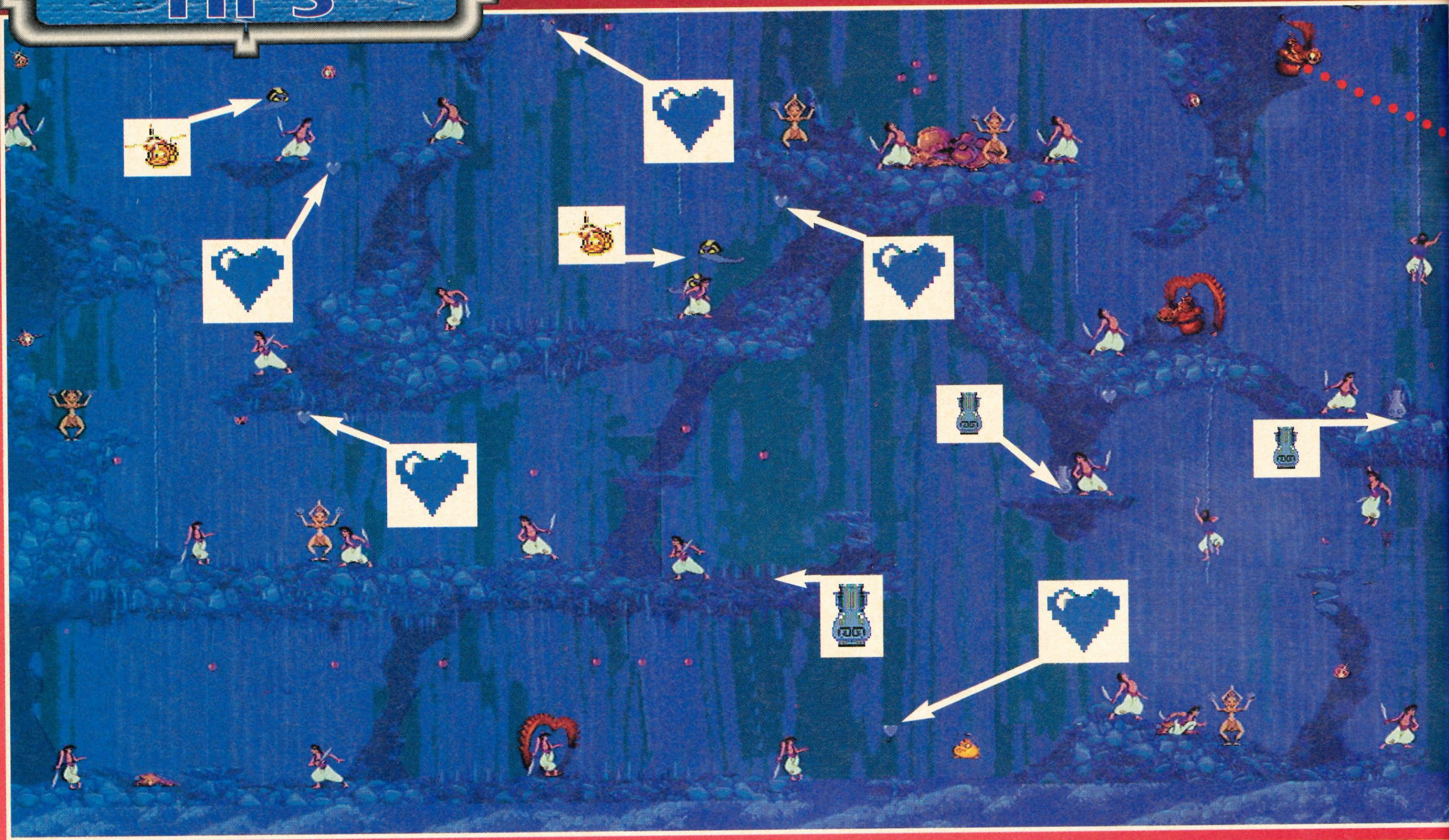
Find the re-start posts as quickly as you can so there is no need to go over the same ground again. There are plenty on this level due to the frustrating stepping-stone patterns.

Don't forget to pay the gem trader a visit on your way up the left-hand side of the map for those important extra lives.

The exit is found in the top-right corner of the map. You'll need to go back down to the ground before you go up again on this level. The route is fairly tricky at first, just remember that you'll never need to backtrack here – the route can only ever go onwards!







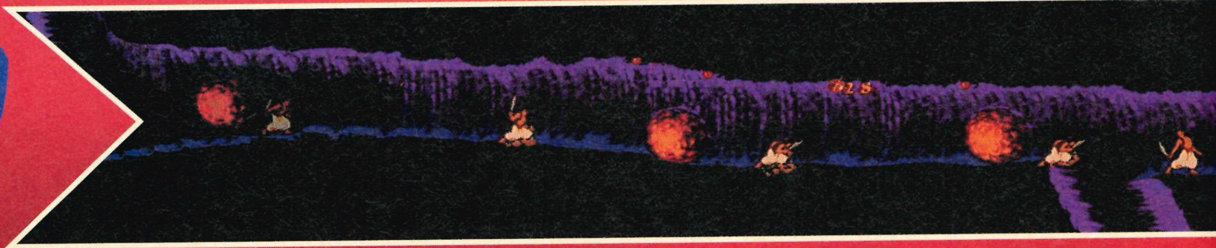


LEVEL 6

During 'The Escape' you will spend half the level out-running large boulders that attempt to crush you to death. If you hold the D-Pad right you will just manage to out-run the boulders and leap to safety at the tunnel junctions and openings.
There are many hearts and extra lives available to be collected. It's a question of snatching them whilst keeping on the move. The bottom line is, keep going and you'll be fine. The stepping-stone rocks will sink if you stay on them too long, and a full jump is needed to avoid the springs bubbling in the boiling molten rock below.
Refer to the dotted line on the map which indicates the point where you'll need to climb up the suspended rock rather than leap an impossible gap. The Genies are suspended over dangerous areas and will need to be snatched very quickly and carefully.

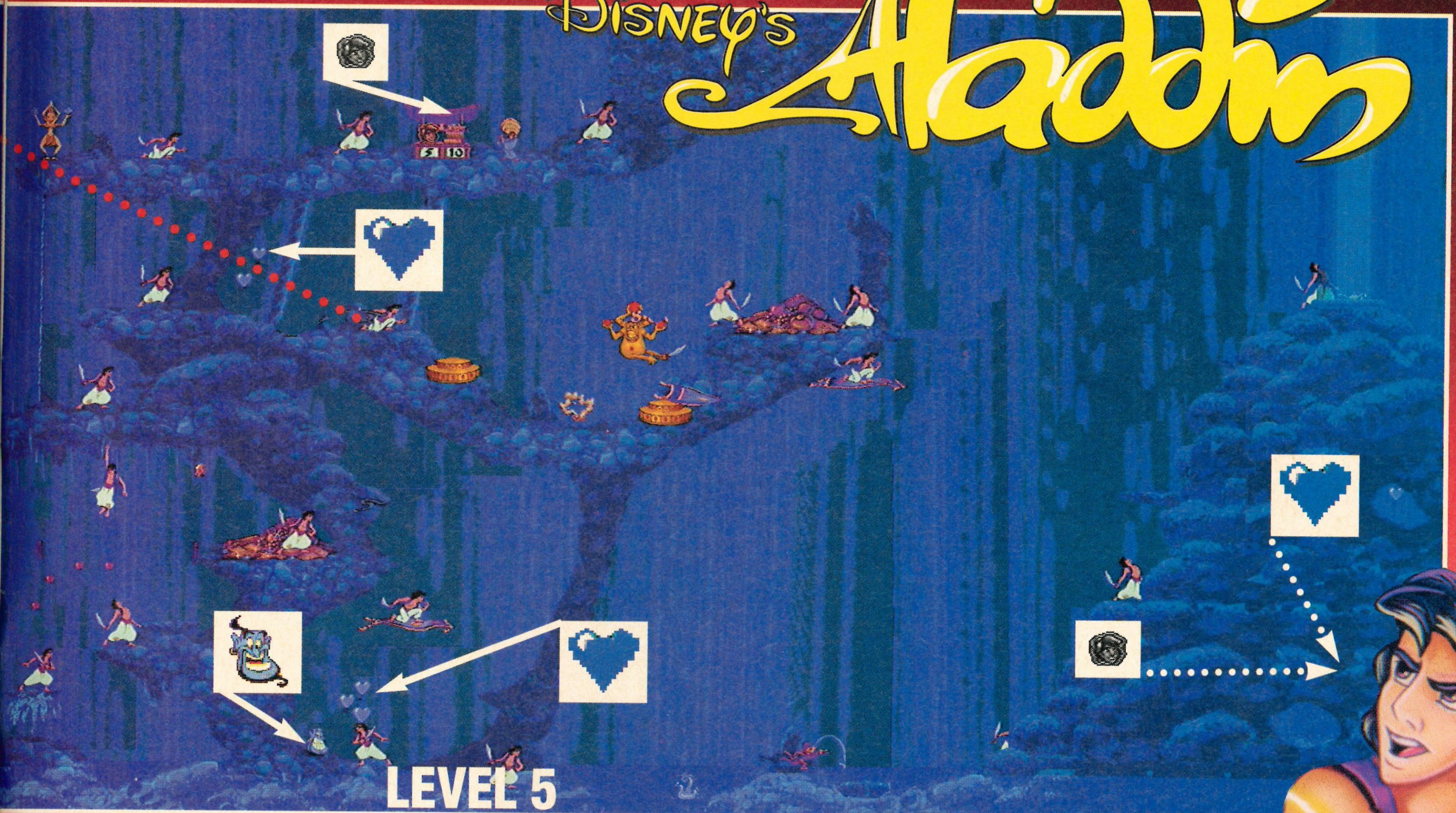








Disney's Aladdin



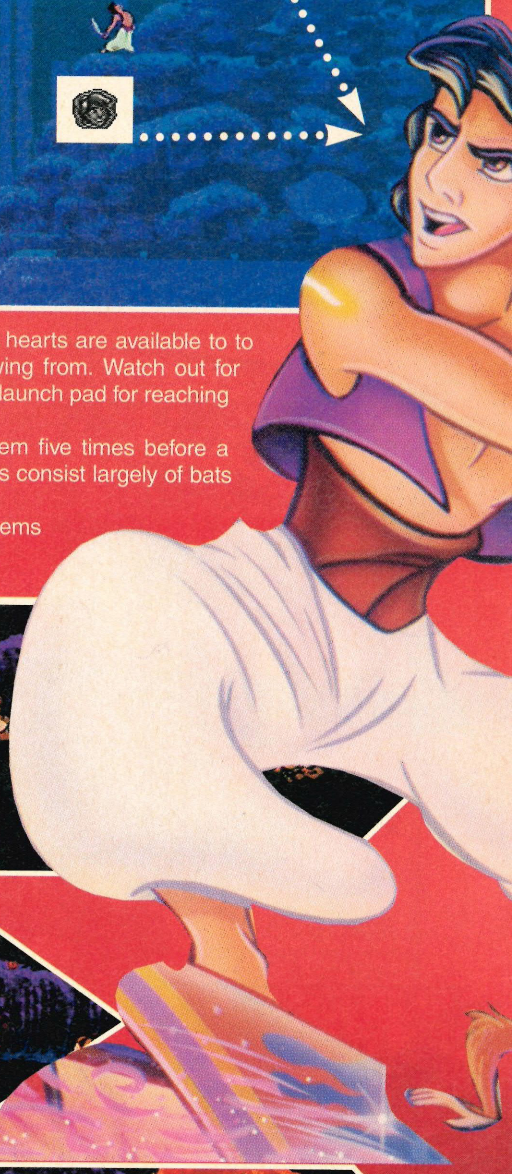
LEVEL 5

Aladdin continues his quest through the caves where a multitude of energy hearts are available to to be picked-up. Many can be found on the cave ceiling that Aladdin can swing from. Watch out for loose rocks as you venture into new places and use the natural springs as a launch pad for reaching higher platforms.

When you reach the two guardians on round drums, you'll need to kill them five times before a magic carpet is revealed to take you down to another section. Other enemies consist largely of bats and pirates but you'll need to be wary of the spikes.

All the statues must be destroyed as you reach them and the guarded gems must also be collected as some will open up a rock blocking a way through.



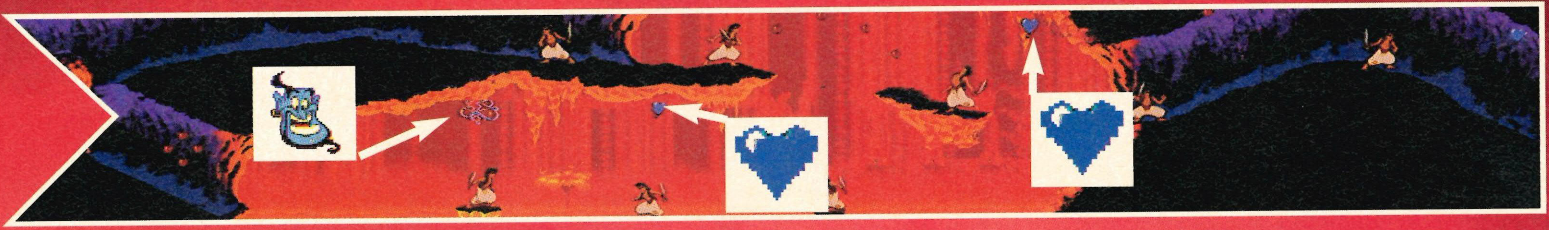


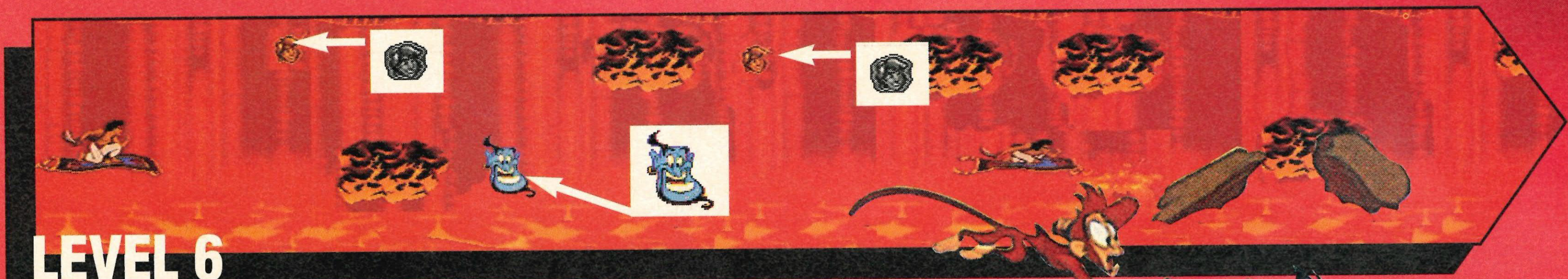






Disney's Aladdin





LEVEL 6

This sixth level is really just a sub-level bonus game with a standard right-to-left scrolling screen that speeds up as the action goes on. The rocks and bonuses have been condensed so you can see clearly whether they will appear at the top, in the middle or at the bottom of the screen.

This level gives you the chance to collect many extra lives – your success is determined by your reactions. The rocks are spread quite far apart, but as the level speeds up your skills will be tested to the full because just a blink of the eye could cause you to crash into a rock.

You have three attempts at getting as far as possible. The message 'Nice Try' will appear when your attempts are over.







That's all for this month, don't forget to catch the last four levels next issue for the completed solution. Remember that only SEGAPRO will keep you totally in the know.



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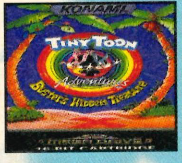
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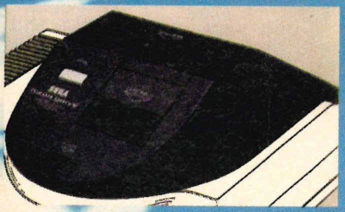
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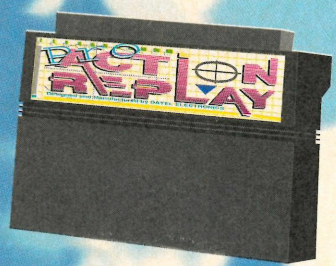
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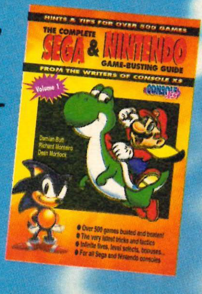
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PRO DATES

Nobody can say we don't listen to our readers! After our recent Survey, one of the main points to arise was that people preferred more tips pages, so to make room for this admittedly fine idea, we are proud to present the new location of the Prodates section! Every upcoming games release on the Mega Drive, Mega CD, Game Gear or Master System is to be found within this hallowed column, so let nobody say that we don't pack that information in! Happy reading...

MEGA DRIVE

NOVEMBER

ALADDIN

SEGA £44.99

This is tipped to be one of the best autumn releases and although Virgin developed the game, Sega are releasing the game under their own label. Check out the preview in this issue. **94%**



BLADES OF VENGEANCE

EA £39.99

This is a fantasy adventure where the player can either choose to be a warrior or a wizard. Battle your way through weird and wonderful lands to defeat eternal evil. **NR**

BRETT HULL HOCKEY

ACCOLADE £39.99

So far, nothing has been able to touch EA's Hockey series, but it looks as if Brett Hull Hockey could be a serious contender! This is in its final develop-

THE PRO

Once again it's time to open the ProFile to take a l the different formats. Armed with this info it sho precious game, only to find out that that nice shop

▼MEGA DRIVE ▼ MEGA DRIVE ▼ MEGA



The good-old down-to-earth Mega Drive is still the format that most Sega Programmers think of writing for first. As the pages below go to prove, there are plenty of games out there if you own one of these.

1943
IMPORT
Aircraft combat shoot-'em-up. Progress through the multiple level classic using a basic range of weapons. Totally out-dated but still fun. 64%

688 ATTACK SUB
SEGA £39.99
Submarine sims are few and far between, but this little beauty shows that it is possible to do a credible job. It's very hard to get into, but the effort is worth it. 68%

ADDAMS FAMILY
ACCLAIM £39.99
With super graphics and hundreds of hidden rooms, this offers compelling and addictive gameplay. Only the standard platform concept pulls this down from the likes of *Mario*. 84%

ADVANCED WW2 SIMULATOR
IMPORT
This is one difficult game to play. You'll need a strong knowledge of the Japanese language. Pity really, because there's a great game hidden behind it all. 66%

AERO BLASTERS
IMPORT
Too short and easy. Just another shoot-'em-up. Simultaneous two-player is fun, but there are better games in the genre. 62%

AEROBIZ
IMPORT
An air business simulation with some great strategic features. It's a unique offering with mediocre graphics that function very well. Certainly worth a look. 82%

AFTER BURNER II
SEGA £34.99
Very accurate portrayal of the hydraulic coin-op. However, it's a bit easy and suffers from too much repetition of tedious tasks. 62%

AIR DIVER
IMPORT
Similar to *After Burner II* in both looks and playability. It has more challenging play with a wider variety of opponents and tough guardians. 73%

ALESTE (MUSHA)
IMPORT
This is one fun vertically scrolling shoot-'em-up. Detailed graphics, but like similar games, it may prove just too easy for most MD players. 77%

ALEX KIDD IN ENCHANTED CASTLE
SEGA £19.99
This platform adventure has loads of games and is packed with an average selection of adversaries, but the whole scenario becomes very boring. 62%

ALIEN 3
FLYING EDGE £39.99
May go down as the fantastic platform shoot-'em-up that never was. Nice graphics and sound, but not much to challenge even the beginner. 77%

ALIEN STORM
SEGA £19.99
This horizontal alien shoot-'em-up is just far too easy. The two-player option is fun and the graphics good, but it'll all be over too soon. 74%

ALISIA DRAGOON
SEGA £19.99
Alisia Dragoon is one tough chick. You must help her through eight stages in the style of *Valis*. Few lives and tough guardians, very challenging. 82%

ALTERED BEAST
SEGA £34.99
The first game to impress Mega Drive owners. The graphics are flickery and response slow. Usually given away free – nuff said... 48%

AMBITION OF CAESAR
IMPORT
Only for real fans of strategy games. Fortunately the graphics are excellent and will keep you enthralled for ages. Sadly, it's very hard to get into. 73%

AMERICAN GLADIATORS
IMPORT
First we had wrestling giants, now flesh-pounding Gladiators. Six events to compete in and master before you're a true Gladiator. 67%

ANDRE AGASSI TENNIS
TECMAGIK £39.99
Each computerised competitor was digitised from real life action, making this a fast and furious tennis game. Sprites are well drawn, though they move a little too quickly. 59%

ANOTHER WORLD
VIRGIN £39.99
Revolutionary vector graphics, beautiful animation and highly addictive gameplay. Can be frustrating, but it's a big game with lots of puzzles and action. 91%

AQUATIC GAMES
ELECTRONIC ARTS £34.99
James Pond, the fishy star, stars in a series of classy but fun sports. Enthralling graphics and gameplay make this one of the best sporting events ever. 82%

ARCH RIVALS
FLYING EDGE £37.99
Hop, skip and punch your way through this manic basketball extravaganza. It's great fun for the first hour or so, but the novelty soon wears off and its mediocrity becomes apparent. 65%

ARCUS ODYSSEY
IMPORT
RPG in the style of *Gauntlet*. Two players simultaneously vandalise eight graphically excellent levels.There's a much needed password save. 84%

ARIEL: THE LITTLE MERMAID
SEGA £39.99
Use your skills, as either Ariel or Triton, to defeat the evil forces of darkness and save your buddy. Plenty of vicious sharks to deal with. 72%

ARNOLD PALMER TOUR GOLF
SEGA £34.99
One of the first golfing games, but still holding its own with the likes of *PGA Tour Golf*. Real feeling of being out there on the course, smacking little white balls. 81%

ARROW FLASH
SEGA £19.99
This is a very vacant shoot-'em-up. The graphics are poor, the power-ups limited and the guardians a cinch to kill. Why bother? 29%

ART ALIVE
SEGA £14.99
This innovative art package encourages you to draw within the confines of the Mega Drive. Only one problem: you can't save or print out the pictures. 39%

ASSAULT-SUIT-LEYNOS
IMPORT
Called *Target Earth* in the States. You are a robot who has to bash similar robots over eight moonscapes. Not much fun, but there are a few neat cheats. 42%

ATOMIC ROBOKID
IMPORT
Yet another run-of-the-mill scrolling shoot-'em-up. Definitely one for blast-'em fans who aim to collect every cart released, even if they're rubbish. 37%

ATOMIC RUNNER
SEGA £34.99
Impressive graphics and funky sound FX make this a good, solid platform shoot-'em-up. However, there are better around and this wears thin after a few hours. 59%

AXIS
IMPORT
This is a well-hidden gem. Worth seeing just for the amazing 3-D graphics, but also contains very addictive gameplay. A fine walkabout shoot-'em-up. 75%

BACK TO THE FUTURE III
SEGA £37.99
Marty McFly, animated in the worst possible taste, proves to be a serious let-down in this disappointing film licence. Don't even think of testing it out! 28%

BAD OMEN
IMPORT
This Break-Out clone fails to have enough content for the big machine. Even so, the graphics are ace, with some really tough nuts to kill. 71%

BALL JACKS
SEGA £34.99
A strange game if ever there was one. Stealing spheres from your opponent's robot starts as fun at first, but soon becomes a futuristic bore and very, very tiresome. 28%

BART VS THE SPACE MUTANTS
FLYING EDGE £39.99
This is without doubt one of the toughest cartoon licences out. It's even more annoying because everything about it is so perfect; the graphics, the difficulty, the sound, etc and it's packed with challenge. 89%

BART'S NIGHTMARE
ACCLAIM £39.99
Bart's in a deep sleep with a homework collection mission. The catchy cartoon effects are suited to the Bart image but the simple gameplay makes this a release for the very young. 75%

BATTLETOADS
SEGA £39.99
This could be the first time the warrior toads have engaged in gory battle, but stranger things happen. This is a thoroughly slimy and violent adventure. 39%

BATMAN
SEGA £39.99
This fine conversion was only just released officially in the UK. It may get a tad boring, but the accurate graphics hold things together. 78%

BATMAN RETURNS
SEGA £39.99
Far from inspiring game that should have been much better. Totally unoriginal, with poor graphics and even worse sound. A real waste of money and time. 43%

BATMAN: REVENGE OF THE JOKER
IMPORT
Better than all the other Sega versions put together, which isn't saying much! However, large sprites and detailed backdrops show just how a Batman licence should be produced. 82%

BATTLE GOLFER
IMPORT
A golden-oldie arcade adventure. It's all about the exploits of a golf ball and its travels. This may not sound like the best of starting points for a game, but it's good. 72%

BATTLEMASTER
IMPORT
Excellent presentation at the start welcomes novices and the rest of the game takes off from there. It can be picked up for a lot less than most, so it's worth a look for beginners. 78%

BATTLE SQUADRON
ELECTRONIC ARTS £39.99
Its one advantage over other shoot-'em-ups is toughness challenging evenost gifted of players. If you want a great looking and sounding shooter, then this is your man! 85%

BEAST WARRIORS
IMPORT
Colourful, detailed graphics offset by terrible sound and slow jerky gameplay. Don't be fooled by pretty pictures, there's nothing nice about this game. 20%

BIMINI RUN
IMPORT
A shoot-'em-up that tries to impress with a scenario other than outer-space. Is a bit of a laugh for a while, but soon becomes repetitive and boring. 57%

BIO-HAZARD BATTLE
SEGA £39.99
With colourful, atmospheric graphics and a high difficulty setting, this has all it takes, but there isn't anything new in the way of gameplay. 68%

BIO SHIP: PALADIN
IMPORT
Satisfactory two-player shoot-'em-up with cool sound and stunning level guardians. It slows down when there are too many sprites on-screen and it's pretty easy. 51%

BLASTER MASTER 2
IMPORT
A standard platformer that features hundreds of varied levels, loads of power-ups and two game playing modes. It's a shame it's so easy. 62%

BLOCK-OUT
ELECTRONIC ARTS £19.99
Tetris goes 3-D as you, viewing from above, attempt to fit the blocks into a well. It takes quite a while to get used to the perspective, but once you do, it's very challenging. 76%

BOB
ELECTRONIC ARTS £44.99
A platform shoot-'em-up where the character, BOB, must use all kinds of gadgets to aid him in his quest. Nice ideas, shame about the boring and unatmospheric action. 59%

BONANZA BROS
SEGA £19.99
Other than having simplistic graphics, the most flawed part of the accurate conversion is that it is very, very easy. Grab a partner and in two-player mode you'll soon have it completed. 58%

BUCK RODGERS
ELECTRONIC ARTS £39.99
Entry level RPG with the difficulty set just right for beginners. The compelling challenge means you are never short of something to do and there's a big task to perform. 82%

BUBSY
ACCOLADE £39.99
Guide Bubsy around his back garden. The cheerful music and colourful graphics can't disguise the frustrating gameplay and lack of originality which puts a doubt over lastability. 81%

FILE

…ok back over all the best and worst releases for all …ld be nigh impossible to get back home with that …keeper's sold you another five-minute wonder!

DRIVE ▼ MEGA DRIVE ▼ MEGA DRIVE ▼

BUDOKHAN
ELECTRONIC ARTS £39.99
The presentation builds up a terrific atmosphere. It's a shame that beneath it's a shallow beat-'em-up with few opponents and limited moves. 56%

BULLS VS LAKERS
ELECTRONIC ARTS £39.99
Re-live the 1991 NBA finals in this basketball sim. Every detail is taken care of, making the game technically accurate if nothing else. For die-hard fans only. 78%

BULLS v BLAZERS
ELECTRONIC ARTS £39.99
A very realistic basketball sim – fast and superbly simulated. The variety of shots, dunks and slams give you a wide choice of options making the game a very playable affair. 89%

BURNING FORCE
IMPORT
A sad attempt at what should have been a thrilling blast-'em -up. It offers nothing new. The scenario, graphics and bleeps have been seen many times before and, sadly, may be seen a few more times too. 28%

CADASH
IMPORT
A Japanese arcade adventure. The detailed backgrounds and brightly coloured sprites make it fun to play, but the original enthusiasm soon wears off. 65%

CALIBRE .50
IMPORT
Vertical shoot-'em-ups are fairly common and to be any good they need something extra special. *Calibre .50*, sadly, is very mediocre. 33%

CALIFORNIA GAMES
SEGA £19.99
All of the cool sports are included in this colourful outing, but the game seems rushed, with simple graphics and gameplay. An old game that has never been updated. 65%

CAPTAIN AMERICA AND THE AVENGERS
SEGA £34.99
Another battle against the forces of evil. Worth playing in two-player mode, but if you're a sole gamer, leave it alone. It's far too easy and ultimately dated. 37%

CAPTAIN PLANET
SEGA £39.99
Join the Planeteers in a typical platform adventure where good attempts to conquer evil. Captain Planet's star appearance is rather overshadowed by the dull and lifeless backgrounds. 39%

CASTLE OF ILLUSION
SEGA £39.99
If you haven't got this, what have you been doing? This game has everything; great graphics, super sound, gorgeous gameplay and dynamic difficulty. 93%

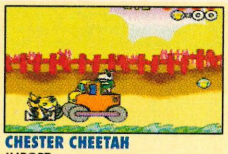
CENTURION
ELECTRONIC ARTS £39.99
A very welcoming historical strategy with excellent in-game maps etc. However, the enthralling storyline doesn't create enough fun to last for very long. 70%

CHAKAN
SEGA £39.99
Taken from the comic book series of the same name. Creative graphics give an eerie atmosphere – as does the music – but failing gameplay lets it down. 76%

CHAMPIONSHIP PRO-AM
IMPORT
This is a cross between *Super Off Road* and *Super Sprint* with good isometric view of the track. The bright graphics and super little soundtrack make it appealing. 67%

CHAMPIONSHIP BOWLING
IMPORT £37.99
An alleyway sim that's a lot of fun with four players, however, the computer is very hard to beat, but the limited action severely handicaps its appeal. 69%

CHIKI CHIKI BOYS
SEGA £39.99
This is *Mega Twins* and it's far too cute and easy. Younger players may find a challenge hidden within, but this platformer offers very little. 44%



CHESTER CHEETAH
IMPORT
A poor platformer with slow gameplay and a lack of original and constructive ideas. Look at *Rocket Knight Adventures* for a decent alternative. 32%

CHUCK ROCK
VIRGIN £39.99
Stone Age shenanigans in this arcade adventure. Full of jokes, this humorous quest challenges the mind and pushes your gaming skills to the hilt. 79%

CHUCK ROCK 2
CORE DESIGN £39.99
A six-level platformer with plenty of humour and fun for all ages. The parallax scrolling is used to superb effect, but the gameplay is let down as it is far too easy. 71%

CLUE
IMPORT
Cluedo, the popular whodunit board game, makes its way onto the MD. Has same failings as other board-to-console conversions. 76%

COOL SPOT
VIRGIN £44.99
Original, fun and super cool, this will have you tearing your hair out. It's very difficult and if you want to hone your timing and patience, then this is the game to do it with. 93%

COLLEGE FOOTBALL
ELECTRONIC ARTS £44.99
A half way experiment between Madden'93 and '94 that allows you to play college teams against the all-time greats with more strategies and an updated presentation of the playing moves. 91%

COLUMNS
SEGA £29.99
Such simple puzzle games as this never seem value for money, but when you play them for as long as you'll be playing this it all becomes clear. 82%

CORPORATION
VIRGIN £39.99
A genetics company's secret experiments end in disaster when one of their creations escapes. You are brought in by the government to kill the mutant and infiltrate the corporation producing the monstrosities. Still a great title. 90%



COSMIC SPACEHEAD
CODEMASTERS £39.99
Another addictive and cleverly adapted adventure from Codemasters featuring an interactive cartoon that will suit mostly young games players. 83%

CRACKDOWN
SEGA £39.99
Wander around *Gauntlet*-style, shooting everything that moves. The graphics are detailed and the gameplay addictive. 77%

CRUE BALL
ELECTRONIC ARTS £39.99
Fast and furious pinball simulator. Tries to better the classy *Dragon's Fury*, but fails. Ten different tables and lots of bonus screens and Motley Crue music. Yuk! 69%

CURSE
IMPORT
It's a sad day when something as appalling as this is released. Its only purchase value is the novelty of having the worst ever shoot-'em-up. 0%

CYBERBALL
SEGA £19.99
Futuristic American football with metallic monsters may sound strange, but its novelty is half the draw. The inaccurate graphics let it down. 36%

CYBORG JUSTICE
SEGA £39.99
This is an average two-player beat-'em-up where the main attraction is that you can pull off the best parts of other cyborgs and bolt them on to yourself. 68%

DANGEROUS SEED
IMPORT
Novel graphics make this a real involving shoot-'em-up. There are 12 levels of alien plant terminating, ensuring this lasts for longer than your geraniums. 80%

DARIUS II
IMPORT
12 levels can be attacked in any order means that there are a variety of possible endings. That alone should satisfy any shoot-'em-up player. 83%

DARK CASTLE
ELECTRONIC ARTS £34.99
The soundtrack is the only saving grace of this tedious offering. Jerky character animation and poor collision detection will have you reaching for the off button. 50%

DARWIN 4081
IMPORT
Shooting those classy little aliens can prove to be a chore at times, but with *Darwin 4081* it's simply a pleasure. Spectacular graphics. 81%

DAVE ROBINSON'S SUPREME COURT
SEGA £39.99
The view from the stands may be strange, but it is by far one of the best ways of playing this sport on small screen. Brilliant in all areas, but a pity the players aren't real. 84%

DAVIS CUP TENNIS
TENGEN £39.99
Four tournaments and plenty of options makes this a complete tennis package where the gameplay can be a lot of fun despite a very fast ball speed. 83%

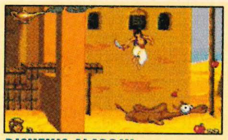
DEADLY MOVES
IMPORT
Poor attempt at a *Street Fighter II* clone with each wrestler having limited moves and only one special attack. Lacks polish, excitement and just about everything else. 51%

DEATH DUEL
RAZORSOFT £39.99
A shoot-'em-up which offers more than just a blast. Extremely tough and ultra-fast gameplay to keep you on your toes, but too repetitive. 42%

DECAP ATTACK
SEGA £34.99
Same game as *Magical Flying Hat Turbo Adventure* with Gothic graphics and gory killings. Big and very playable. 75%

DESERT STRIKE
ELECTRONIC ARTS £39.99
A masterpiece of intense action as you take the controls of an Apache helicopter completing special missions in the Middle East. Pure arcade blasting fun with a little strategy to keep you on your toes. 90%

DEVILISH
IMPORT
Remember *Break-Out*? This is similar, but with far better graphics. Take control of two bats (not one) and break those walls down. Addictive bash-'em-down fun. 85%



DISNEY'S ALADDIN
SEGA £44.99
This Disney classic has been captured with brilliant animation of cartoon quality. It's also has that element of humour and its 11 levels are very challenging. 94%

DICK TRACY
SEGA £19.99
Loads of neat cartoon statics and a decent attempt at character sprites, but the gameplay lacks originality. This is best version of the game. 71%

DINOLAND
IMPORT
Devil Crash on a diet. Gone are the complex, atmospheric graphics and pounding sound. While poor scrolling and simple gameplay have been added – give it a miss. 43%

DORAEMON ADVENTURE
IMPORT
A bright and cheerful platformer that's suited to kids rather than adults. Cute graphics and light-hearted musical tunes make this an easy yet very playable release. 75%

DOUBLE CLUTCH
SEGA £39.99
Radio controlled cars never did hold kids' attention for very long and this Mega Drive version isn't much better either. Although gameplay is fairly interesting, the graphics and controls aren't up to much. 78%

DJ BOY
IMPORT
While there's loads of originality in *DJ Boy* – a beat-'em-up on roller-skates (?) – it is simple and too easy. 59%

DOUBLE DRAGON
BALLISTIC £29.99
A treat for fans of the arcade. Two players can jump and punch their way through the three stages of the city. Much better than the sequel. 72%

DOUBLE DRAGON II
IMPORT
Everything is bad – even the sound! The graphics are flickery, characters slow to respond and gameplay tiresome. 29%

DOUBLE DRAGON 3
FLYING EDGE £39.99
Hopefully the final episode in the abysmal *Double Dragon* battle. Five stages of repetitive and graphically useless, street fighting. 35%

DRACULA
PSYGNOSIS £39.99
Guiding Harker through the Dracula scenarios is a rather dated and uninteresting horror show despite the chilling and well drawn scenes and movie scenario. 65%

DRAGON'S FURY
DOMARK £39.99
Official release of *Devilish*. Stunningly addictive game that has superb graphics and sound with tons of brilliant bonus rooms. 81%

DUNGEONS AND DRAGONS
IMPORT
Dungeons and Dragons will certainly test your RPG skills to the limit. Superb graphics and unlimited challenge make this a must. 84%

DYNAMITE DUKE
SEGA £34.99
The *Op Wolf*-style behind the shoulder perspective works well and there are loads of well-drawn punks to mow down. Sadly, it's much too easy. 73%

EARNEST EVANS
IMPORT
The original version that was later to become one of the first Mega-CD games. Guide your intrepid explorer through countless scenarios in this colourful adventure. 72%

EA HOCKEY
ELECTRONIC ARTS £39.99
Was, in its day, one of the most accurate sport conversions ever. However,the improved *NHLPA Hockey* puts it down a few points. 85%

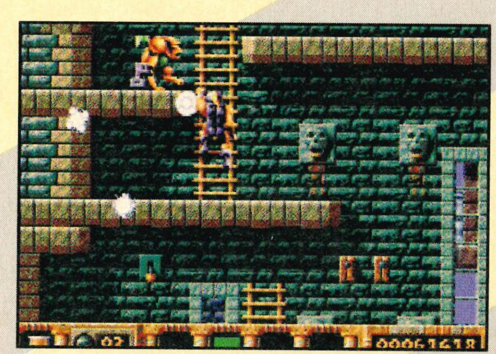
ECCO
SEGA £39.99
Dolphin fans should find this more than addictive. Guide Ecco through murky waters in a desperate search to find his lost, loved ones. Excellent graphics and very original. 93%

ELEMENTAL MASTER
IMPORT
This shoot-'em-up contains too few levels and they're all too easy to conquer. The gameplay is involving

ment stages and is very playable.
NR

GAUNTLET IV
TENGEN £39.99
This title is an ancient arcade classic, but it still manages to retain its dignity on the Mega Drive. Battle your way around hundreds of hidden levels in what seems like an endless adventure. 86%

GODS
ACCOLADE £39.99
It's here! When Sega refused to officially release this title, Mega Drive owners were up in arms! Fortunately, Accolade were on the case immediately and will be bringing you this long-awaited release in November! 81%



GUNSHIP
US GOLD £39.99
Flight sims are plentiful this month, although US Gold claim that this is close to arcade action. Could it be that this will be hogging the limelight in November?
NR



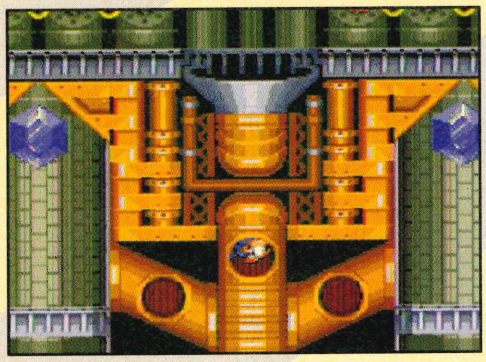
HOME ALONE 2
SEGA £39.99
Oh dear. Some people just don't learn. One instalment of Corey and Co. was bad enough, but two? That's just asking for it. NR

INSTRUMENTS OF CHAOS
SEGA £39.99
This is the new name that's been given to the final Indiana Jones game. Why Sega have changed it is anyone's guess, but thankfully the game still stars our favourite hero. An action-packed adventure filled with high speed thrills. NR

INTERNATIONAL RUGBY
DOMARK £39.99
Scrabbling about in the mud never seemed like much fun to me, but Domark are trying to make the best of it. This attempts to capture the realism and atmosphere of real rugby, if such a thing is possible. 39%

NFL QUARTERBACK CLUB
ACCLAIM £49.99
All the excitement and skill of American football have been compressed into this winter release. Okay, we don't understand the rules either, but this should still be a highly playable sim. NR

SONIC SPINBALL
SEGA £39.99
Sonic's third adventure sees him turning into a small blue pinball. The title features everything you'd expect to see in a standard pinball game, with bonus levels too. RV



SPIDER-MAN AND THE X MEN
ACCLAIM £39.99
Spider-Man and the X Men team up in this platform adventure. Each of the super heroes has been trapped in their own personal nightmare and it's up to Spidey to rescue them. 80%

TMHT: TOURNAMENT FIGHTERS
KONAMI £49.99
When Channel 6 decide to launch a fighting contest, the Teenage Mutant Hero Turtles can't help but enter. However, when they discover that the evil Karai is behind the competition, the winning stakes become higher than ever. RV

UNNECESSARY ROUGHNESS
ACCOLADE £39.99
The second American football game to be released this month, Unnecessary Roughness features all elements of real football. There are 28 teams to play against and all of them can be altered to suit the individual's needs. NR

WIZ'N'LIZ
PSYGNOSIS £39.99
Wiz 'n' Liz are two trainee wizards who often cast spells with disastrous consequences. Unfortunately all of their pet rabbits have escaped and are causing havoc everywhere. RV

EL VIENTO
IMPORT
This game not only looks great, it also plays like a dream. The animation and statics encourage you to venture further, even though it's tough. 88%

ESWAT
SEGA £34.99
This conversion of ESWAT is accurate. The parallax, multi-directional scrolling gives the impression of a huge game. Very challenging and addictive. 80%

EUROPEAN CLUB SOCCER
VIRGIN £39.99
If you like your soccer sims designed this way then this is perfectly executed. The graphics are large, move around convincingly and set a believable atmosphere. Probably the best MD footy so far. 82%

EVANDER HOLYFIELD'S BOXING
SEGA £39.99
Good main sprites and extremely challenging gameplay makes it a better than usual simulation. Crunching sound effects are realistic. Awesome! 84%

EXILE
IMPORT
A strange mixture of RPG, platform and puzzle, makes *Exile* an intriguing game to play. Admirable and well worth seeing. 78%

EX-MUTANTS
SEGA £34.99
Save the population from extinction in the aftermath of World War III. Detailed graphics and impressive sound. Let down by gameplay. 69%

F

F1
DOMARK £44.99
Speed your way around the world in this fantastic racing sim. There are 12 different tracks that are authentically recreated and loads of player options. 86%

F-1 CIRCUS
IMPORT
Addictive and playable, *F-1 Circus* was, in its time, one of the best arcade driving sims. With plenty of courses worldwide, it's great fun. 82%

F-1 GRAND PRIX
IMPORT
Great roaring sound effects and superb graphics make this racing fun. It may not be as fast as *F-1 Circus*, but the visuals are superior. 87%

F-15 STRIKE EAGLE II
MICROPROSE £39.99
This is another classic flight sim from the company with a good reputation for producing quality aviation software. Great graphics, superb sound and relentless action. 88%

F-22 INTERCEPTOR
ELECTRONIC ARTS £39.99
Plenty of scenarios to be shot down in, including Iraq, with Saddam shedding tears for his beloved comrades. It's now very dated. 72%

THE FAERY TALE ADVENTURE
ELECTRONIC ARTS £39.99
One of the biggest and most challenging games ever. Fans of RPGs and adventures will love it, but it's also very accessible and ideal for newcomers. 81%

FANTASIA
SEGA £39.99
Although the graphics are astounding, it's full of poor collision detection, frustrating restart points and repetitive gameplay. Very, very tough. 81%

FANTASTIC DIZZY
CODEMASTERS £39.99
Dizzy's adventures are recaptured on the MD to great effect with bright colours, cute and detailed character illustrations and constructive puzzles. 90%

FATAL FURY
SEGA £44.99
A fairly credible *Street Fighter II* clone with plenty of action and moves to begin with but the interest will falter, unless you play it on the hardest difficulty setting. 84%

FASTEST 1
IMPORT
Full marks for splitting the screen for two-player racing, but zero for looks and gameplay. Racers are essentially simple, but surely not this basic? 48%

FATAL LABYRINTH
SEGA £19.99
Fatal Labyrinth is far too easy to offer any real challenge to the experienced adventurer. It may prove ideal for the novice to dig into and complete. 68%

FATAL REWIND
ELECTRONIC ARTS £39.99
Originally titled *The Killing Game Show*, this makes excellent use of the the machine's capability. Head-bangingly wicked soundtrack and super graphics accompanies this vast thinking-man's platformer. 86%

FATMAN
IMPORT
This is no *Street Fighter II*, but it certainly packs a punch. Well worth a play, with comical characters parading across the screen. 64%

FERRARI GRAND PRIX CHALLENGE
FLYING EDGE £39.99
Possibly the worst racing game available. Poor graphics and jerky scrolling make it terrible. Monotonous grinding sound doesn't help. 38%

FIGHTING MASTERS
IMPORT
Here's another of those games with visuals designed only to conceal the fact that there's nothing else there. Okay beat-'em-up for wimps. 30%

FINAL BLOW
IMPORT
As this is criminally easy, you shouldn't look for value. The boxers look great, but their power is so immense no-one stands a chance. 42%

FIRE MUSTANG
IMPORT
Somehow, a WW2 setting for a shoot-'em-up just doesn't seem right. The large graphics slow the gameplay below an acceptable speed. 55%

FIRE SHARK
SEGA £19.99
Fun shoot-'em-up with everything but challenge. Good graphics, immense power-ups and a large array of opponents, but there are better. 75%

FLASHBACK
US GOLD £44.99
If you thought *Another World* was good, wait until you see this! It has more than the first version with better graphics and animation. 94%

FLICKY
SEGA £29.99
The graphics are appalling, with some tiny sprites, simple backgrounds and the gameplay is monotonous. 37%

THE FLINTSTONES
SEGA £39.99
Fred Flintstone has been kicking around for a fair old time and now he stars in his own MD game! Fun graphics and gameplay in this platform adventure. 79%

FORGOTTEN WORLDS
SEGA £34.99
Repetitive gameplay becomes very trying. The stages are long and the enemies varied, making this a tough, but enjoyable, shoot-'em-up. 72%

G

G-LOC
SEGA £39.99
More mindless violence! An almost identical version to the arcade as you take to the skies and blast away as many enemies as possible! 80%

GADGET TWINS
IMAGITEC £37.00
Superb graphics and wonderful cartoon FX make this a top import title. Hilarious fun to play and totally cute. A wonderful scrolling action packer where your hammer takes pride of place. 89%

GAIARES
IMPORT
Yet another coin-op conversion. *Gaiares,* however, is an impressive shoot-'em-up which should keep all blast-'em fans happydespite its lack of originality. 81%

GAIN GROUND
SEGA £19.99
A simultaneous two-player game! Control a band of fighters who must shoot, bomb and jump their way through a massive landscape. 87%

GALAXY FORCE II
SEGA £19.95
Okay, this looks like the real thing, but it's miles off the mark. It has been totally slaughtered. No playability, less challenge – a total loser. 20%

GAUNTLET IV
TENGEN £39.99
With use of Sega's four-player tap adaptor, this classic fantasy adventure never seems to die with the fourth in the series struggling to produce new ideas despite its popular history. 83%

GENERAL CHAOS
ELECTRONIC ARTS £44.99
The haphazard battle between two military generals, Chaos and Havoc, produces chaotic and addictive gameplay with a soft shade of humour that makes this an original piece of software for the collection. 91%

GEORGE FOREMAN'S KO BOXING
ACCLAIM £39.99
A poor attempt that should have been put to sleep the moment the programmers finished. 54%

GHOSTBUSTERS
SEGA £19.99
All the characters we know and love have been turned into Japanese mutants with massive heads. It's no fun to play. 28%

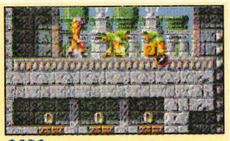
GHOULS 'N' GHOSTS
SEGA £44.99
A pricey, but great arcade adventure that has already become a classic. There's no excuse to charge over the odds. Trouble is, everyone should at least try it! 90%

GLOBAL GLADIATORS
VIRGIN £44.99
Wonderful platform game where you fire custard at Slime Monsters and collect McDonald's arches. The graphics and sound are excellent. The gameplay is highly original and packed with challenging levels although longevity is in question. 89%

GOLDEN AXE
SEGA £19.99
In its day, a truly pioneering arcade adventure. Too easy, but the game contains loads of locations and aggressive adversaries. 72%

GOLDEN AXE II
SEGA £19.99
Even easier than the original. This remix contains loads of new tough creatures to eradicate and some neat story screens. Buy one if you must, but not both. 75%

GOLDEN AXE III
IMPORT £34.99
The third in the series offers no real difference in gameplay apart from an option to choose your route at times during the quest. Let's not see a fourth release please! 62%



GODS
ACCOLADE
£39.99
A standard platformer that has the age-old concept of collecting keys to open doors and flicking switches to move hatches. It's a good puzzler, but there is little variety in the game format. 81%

GRANADA X
SEGA £29.99
Fancy controlling a 20-tonne tank to rescue a kidnapped girl. Addictive and the top-down view adds a novel aspect to an ordinary shoot-'em-up. 77%

GRANDSLAM TENNIS
SEGA £39.99
Run-of-the-mill tennis game, unofficially released as *Jennifer Capriati Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

GREENDOG
SEGA £39.99
Control the hip Greendog as he ventures through the wild side. Well-animated, but far too easy. A difficulty setting would've helped. 80%

GREY LANCER
IMPORT
Ultra fast scrolling shoot-'em-up. Awesome soundtrack and nothing less than superb gameplay. The weapon selection adds even more fun. 83%

GUNSTAR HEROES
SEGA £39.99
The original ideas and unique gameplay add to the fun and excitement of this two player shoot-'em-up that boasts effective and colourful backdrops. 87%

GYNOUG
SEGA £19.99
At the end of each level there are some disgusting guardians. This alone makes the gameplay fun. Gels well and is worth a look. 76%

H

HARDBALL
IMPORT
An average baseball simulator that looks nice, but doesn't offer a thing when it comes to the gameplay. Try something in the RBI series. 32%

HARDBALL III
ACCOLADE £39.99
Baseball games come and go, but *Hardball III* will keep obsessive fans happy for a very long time with its excellent graphics and great gameplay. 80%

HARD DRIVIN'
TENGEN £39.99
Viewed from within the car, this uses filled vector graphics to display the road etc and is, despite its critics, a very playable driving game. 83%

HAUNTING
ELECTRONIC ARTS £49.99
Vito and Flo have made sure their brother has a hasty death so they get their inheritance. The haunting is entertaining but with only four levels and an easy challenge the lasting interest is minimal. 75%

HEAVY NOVA
IMPORT
Robots in a colourful, but rather poor, one-on-one beat-'em-up. Another CD conversion which certainly hasn't worked with the use of a cart. There are plenty better in this genre. 29%

HEAVY UNIT
IMPORT
This shoot-'em-up's point of interest is that you can change the shape of your ship. It adds a tactical aspect to an average Japanese game. 68%

HELLFIRE
IMPORT
Weird and wacky shoot-'em-up that has a loyal following of fans who would swear by it. Great graphics and variety fail to hide its weak challenge. 69%

HERZOG ZWEI
SEGA £19.99
You wouldn't think this was an official release. Even so, it's a fair attempt at combining strategy with arcade action among tanks. 76%

HIT THE ICE
IMPORT
This arcade conversion is let down by poor gameplay. Players are too slow and awkward to direct, destroying any incentive to progress in the tournament. 32%

HOME ALONE
SEGA £39.99
Completely average spin-off from the hit movie. Average graphics and sound. Below average gameplay and ultimately totally boring. 54%

HUMANS
IMPORT
Nice little puzzle game in which humans are controlled to clear levels. Okay graphics and sound, but nothing too special. 80%

I

IMMORTAL (THE)
ELECTRONIC ARTS £44.99
The Immortal combines brilliant visuals with tough puzzles to create a monster of a game. Above all, there are almost 20 different, gory death sequences. 83%

INDIANA JONES: LAST CRUSADE
US GOLD £39.99
A fairly decent platformer that follows the film well, but with only five short and easy levels, there may not be enough here to please ardent games players. 72%

INSPECTOR X
IMPORT
This is a truly superb shoot-'em-up and one of the very few import games to excel. While the gameplay keeps you stuck to it like a limpet, the graphics continue to surprise and the sound keeps the adrenaline pumping. Almost necessary kit. 90%

INTERNATIONAL RUGBY
DOMARK £39.99
This rugger sim is the first of its kind and hopefully the last. It lacks any stadium atmosphere and scoring a try is so straight forward and easy. Any strategic capabilities go out the window here. 39%

ISHIDO: THE WAY OF THE STONES
IMPORT
Fans of the ancient Chinese game Shanghai, will love this simulation. Quite why you should spend £35 on a board game is beyond us, but each to their own. 64%

J

J LEAGUE PRO STRIKER
IMPORT
Soccer is becoming big in Japan and this game coincided with the start of their new J League. A great footy sim, with everything you'd expect in a match, including a four player option. It's faster on jap machines! 90%

JAMES BOND - THE DUEL
DOMARK £39.99
James Bond offers his services to rescue a few dumb blondes. Neat animation and flawless graphics are helped along by spot-on effects. 80%

JAMES POND
ELECTRONIC ARTS £39.99
This was the first MD game to be programmed solely in the UK. Unfortunately, everything is far too bland as you swim around saving the environment. 70%

JAMES POND II
ELECTRONIC ARTS £39.99
Some said this was better than *Sonic* – one thing's for sure, it's much faster! The graphics are super slick, the gameplay challenging and, above all, it's a really fun game to play. A brilliant sequel. 90%

JENNIFER CAPRIATI TENNIS
IMPORT
Run-of-the-mill tennis game, released officially as *Grandslam Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

JEWEL MASTER
SEGA £34.99
Initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But just too repetitive. 61%

JOE MONTANA FOOTBALL
SEGA £19.99
One of Sega's first attempts at an American football game, but not even the great Joe Montana can save it from being unplayable and totally boring. 57%

JOE MONTANA II
SEGA £34.99
This Sportstalk game from Sega includes real-life running commentary. Very innovative, but it's far from making it a hit. The side-on view is not as good as *John Maddens*. 75%

JOE MONTANA III
SEGA £34.99
A much updated sequel which would have been considered a good alternative if it weren't for the sheer quality of EA's *Madden 93*. Nice try, all the same. 84%

JOHN MADDEN FOOTBALL
ELECTRONIC ARTS £39.99
Single-handedly started the American football following on the Mega Drive. This is real fun to play, although it's far too easy. 84%

JOHN MADDEN FOOTBALL 92
ELECTRONIC ARTS £39.99
The updated graphics and sounds make this everyone's choice for a footy game. Although it's very accurate, you only need to use a limited array of passes to get anywhere. 92%

JOHN MADDEN FOOTBALL 93
ELECTRONIC ARTS £39.99
Same as the others, but with updated team line-ups and Greatest Ever teams. Hardly worth buying if you already have *Madden 92*, but if you haven't got one, buy this. 92%

JORDAN VS BIRD
ELECTRONIC ARTS £39.99
Although there's a great one-on-one basketball game and two decent sub

games, it suffers from the lack of a decent full game option. 78%

JUNCTION
IMPORT
Junction adds a new flame to the fire by mixing a *Pipe Mania* type game with a slide puzzle, resulting in a very challenging game. 81%

JUNGLE STRIKE
ELECTRONIC ARTS £44.99
Each of the nine campaigns has a variety of missions and scenarios that will have you totally absorbed for weeks! With so many enemies and superb gameplay, this is an awesome leap forward from *Desert Strike*. 96%

JURASSIC PARK
IMPORT £49.99
The creatures that once lived 30 million years ago are cleverly animated to good effect in a standard platformer that boasts some great backdrops. 85%

KABUKI SOLDIER
IMPORT
Exciting beat-'em-up featuring sumo wrestlers and other similarly overweight persons. Scrolling backdrop is exquisite, but a mite easy for old hands. 73%

KA-GE-KI
IMPORT
Known also as *Fists of Steel*, this beat-'em-up is nothing spectacular. Tiny bodies with big heads romp about in an effort to beat each other up. Need we say more? 36%



KEIO FLYING SQUADRON
IMPORT
An import shoot-'em-up featuring loads of guardians and a variety of pick-ups. Graphics are large and detailed, it's only the repetitive gameplay pulling this one down. 49%

KID CHAMELEON
SEGA £39.99
The Kid must venture over and underground to save his mates. Best of all, he can change his persona, resulting in constantly changing gameplay. 78%

KING COLOSSUS
SEGA IMPORT
Japanese adventure game with a long introductory sequence. Nine stages of pretty, but uneventful, adventuring. Learn the lingo first! 43%

KING'S BOUNTY
IMPORT
A blocky and rather boring RPG with huge amounts of bland landscape to cover. With much to explore it is bound to appeal to many RPG gamers. 66%

KING SALMON
IMPORT
Fishing simulator with lots of addictive gameplay. Detailed graphics help make it fun to play and ultimately very competitive although it is a very basic game. 68%

KING OF THE MONSTERS
SEGA £39.99
King of the Monsters isn't all that good, but it is funny as monster fights monster while trying to cause as much destruction in the over-populated cities. 57%

KLAX
DOMARK £39.99
This is still one of the most infuriating puzzle games to play. Excellent sound and constantly changing graphics ensure lasting gameplay. 80%

KRUSTY'S SUPER FUN HOUSE
FLYING EDGE £39.95
A platform where you control The Simpsons' Krusty. Unfortunately, you're always waiting for something exciting to happen and boredom sets in. 75%

LAND STALKER
IMPORT
Fantastic adventure game with tremendous graphics and a huge game area to cover. Currently in Japanese text, but well worth waiting for officially. 84%

LAKERS VS CELTICS
ELECTRONIC ARTS £34.99
This was one of the first EA sports games to fully utilise the EASN playing characteristics. It's incredibly realistic, looks great and the action is hot. 80%

LAST BATTLE
SEGA £19.99
This is a disappointing beat-'em-up because the graphics are great, but are let down by slow, repetitive gameplay. 58%

THE LEGEND OF GALAHAD
ELECTRONIC ARTS £39.99
Nothing more than an average platform game with an element of RPG to boost its rating. Detailed graphics, but ultimately boring and uneventful. 64%

LEMMINGS
SEGA £39.99
The finest puzzle game to hit any machine let alone the MD. Take control of numerous amounts of assorted Lemmings and keep their population alive. Super addictive fun and wicked soundtracks play on each level. 90%

LHX ATTACK CHOPPER
ELECTRONIC ARTS £39.99
A far from original helicopter simulation set within the hostile air zones of the Middle East. Nothing special about the vector graphics or sound. Should appeal only to diehard war junkies. 70%

LOTUS TURBO CHALLENGE
ELECTRONIC ARTS £39.99
Very nearly the ultimate car racing game. A blinding realism of speed and fantastic graphics give the required edge over anything else. 89%

M1 ABRAMS BATTLE TANK
SEGA £39.99
If you like tanks then this could tickle your fancy. The graphics are impressive and the sound functional, but the real delight is in controlling the massive chunk of metal. 80%

MAGICAL MR TALUROOT
IMPORT
A platform game with the usual cute characters, but it soon becomes boringly repetitive. Possibly appealing to the younger games player. 36%

MARBLE MADNESS
ELECTRONIC ARTS £34.99
If you were a fan of the coin-op, you'll love this. It's an exact replica; the only difference being lack of trackball and challenging levels. Still, very playable and enjoyable. 82%

MARIO LEMIEUX HOCKEY
SEGA £39.99
Despite the Sega hype, this failed to impress. Viewing the match from the side fails dismally, making it very hard to work out moves and *NHLPA Hockey* runs all over it. 73%

MARVEL LAND
IMPORT
A great game with vast amounts to do and explore. Platform adventuring with a tinge of cuteness and probably a test of anyone's skill. 73%

MASTER OF MONSTERS
IMPORT
A boring strategy where only the master of the monsters can stand a chance of winning. A total waste of money and not recommended. 28%

MASTER OF WEAPON
IMPORT
This vertically scrolling shoot-'em-up is playable enough and scrolls plenty fast for most people, but you'll complete it too soon. 72%

MAZIN WARS
SEGA £39.99
A great combination of beat-'em-up and shoot-'em-up action. Lots of enemies, some lovely graphics and engrossing gameplay. 81%

MEGA LO MANIA
VIRGIN £39.99
Ever wanted to be God? Now is your chance. An absolutely brilliant game which includes stunning gameplay and it's all very challenging. Not a moment too soon, either. 92%

MEGAPANEL
IMPORT
Tetris, but fresher and better presented than the old Russian puzzler. There are some great graphics and varied gameplay, making it an addictive game. 83%

MEGA TRAX
IMPORT
This deserves credit for trying, but fails to come off as the enjoyable game that a 4x4 beach racer should be. Split-screen versus adds to the play. 59%

MERCS
SEGA £19.99
Identical to the arcade, this boasts stunning graphics and beefy sounds, but is too easy for most players. 75%

MICRO MACHINES
CODEMASTERS £39.99
The definitive in stupidity, but it works well. Race your miniature car around the breakfast table or on little Timmy's bedroom floor. All-action raciness in a class of its own. There's nothing else just quite like it. 90%

MIDNIGHT MADNESS
IMPORT
Coin-op conversion which fails to impress. Average quality graphics and sound which will only appeal to die-hard fans of the arcade game. 47%

MiG-29 FIGHTER PILOT
DOMARK £39.99
A challenging and exciting flight sim that takes you through five tough missions in the Middle East. Some great polygon graphics and relentless cockpit dramas! 82%

MIGHT & MAGIC
ELECTRONIC ARTS £39.99
Ground-breaking and hugely popular RPG which grows on you the more you play it. Loads of characters to interact with and tons of items to examine and use. 82%

MIKE DITKA FOOTBALL
BALLISTIC £34.99
The graphics are poor, but the game is addictive. Mike Ditka doesn't have the charisma of John Madden, but his comments make more sense. 78%

MONOPOLY
IMPORT
A good representation of the board with superb animation. The banker doesn't cheat and rules are adhered to, but why not buy the original board version for £10 instead? 44%

MONSTER LAIR
SEGA £19.99
Controlling a sword-wielding young lass may excite you, but the whole adventure through the greenery soon gets very tedious. 40%

MOONWALKER
SEGA £19.99
A fairy tale adventure where you have to save captured children. The graphics and animation are top-notch, but it will be completed quickly. 78%

MORTAL KOMBAT
ACCLAIM £49.99
A one-on-one beat-'em-up that's almost a perfect conversion of the arcade original. The life-like graphics and superb animation make this one of the best fights ever! 93%

MS PACMAN
IMPORT
Blocky graphics are even worse than the original arcade game. 32 colours can be displayed on screen at any one time, but not here. 28%

MUHAMMAD ALI'S BOXING
VIRGIN £39.99
There are ten boxers you must beat before becoming the number one rank. Each boxer is superbly animated and the ringside atmosphere is terrific. Even if you're not a boxing fan, this is a real knockout. 81%

MUTANT LEAGUE FOOTBALL
ELECTRONIC ARTS £39.99
A great idea that is let down by the lack of depth that made the *John Madden* series a timeless classic. If you found *John Madden'* too deep, then try this for more fun. 70%

MYSTIC DEFENDER
SEGA £19.99
A blasting frenzy for the first couple of plays, but it soon turns into nothing more than a boring wander through the far eastern undergrowth. 65%

NEW ZEALAND STORY
IMPORT
This is a super conversion of Taito's hot platform coin-op in the style of *Bubble Bobble*. The two-player mode is excellent fun and only slows up occasionally. 85%

NBA ALL STAR CHALLENGE
IMPORT
The lack of a full-game tournament option lets it down, but there are lots of challenges against the computer or second player. 68%

NHLPA HOCKEY '93
ELECTRONIC ARTS £39.99
The definitive ice-hockey simulation. Similar to the original, *EA Hockey*, but lots more stats and real players, each with their own characteristics. Because of stats, better than the original in one-player mode, but slower and tougher. 94%

NHL HOCKEY'94
ELECTRONIC ARTS £44.99
In contrast to *NHLPA '93*, this has 72 different types of organ music with a great atmosphere and fast, furious gameplay. However, due to the complete lack of scoring ability, this rates lower than *NHLPA '93*. 74%

NINJA BURAI
IMPORT
An RPG that requires an understanding of the Japanese language. All on-screen instructions, gauges and indicators make life very difficult. 79%

OLYMPIC GOLD
US GOLD £39.99
The MD is short of this kind of sporting compilation, but *Olympic Gold* more than manages to fill the gap that has been created. Best played with a crowd of players. 81%

ONSLAUGHT
IMPORT
An excellent medieval platform beat-'em-up that comes recommended – if you can find a copy. Be prepared for one of the best platformers available today. 81%

OUTLANDER
IMPORT
An enjoyable drive'n'blast game that will please anyone who fancies themselves as a Mad Max clone, but more of the same really! 62%

OUT RUN
SEGA £19.99
This still has a basic undefinable draw. Perhaps it's the joy in burning up other road-users. Sadly, it slows down when too much gets on screen. 75%

OUTRUN 2019
SEGA £39.99
This isn't another episode in the *Outrun* saga! Set far into the future, it's the best *Outrun* so far and offers a wicked challenge with detailed graphics. 63%

PAC-MANIA
DOMARK £34.99
3-D Pac-Man is a rather pleasant outing. The graphics are excellent, which makes the whole thing a joy to play. 78%

PAPERBOY
DOMARK £39.99
A fine conversion firmly entrenched in people's hearts. Lots of new streets and even more hazards to circumnavigate. It still lacks and two-player versus mode. 60%

PAPERBOY 2
DOMARK £39.99
Another fine conversion, but there's still no two player versus mode. Still if you are a fan of the original, then this is more of the same, with very little else added. 63%

PGA TOUR GOLF
ELECTRONIC ARTS £39.99
Slightly better than *Arnold Palmer* due to its realism (you even get the occasional bird tweeting) and improved graphics. 88%

PGA TOUR GOLF II
ELECTRONIC ARTS £44.99
A successful follow-up to one of the best golfing games ever. New courses and a bigger challenge await players, but it is very similar to the original having few changes other than a few more courses. 90%

PHANTASY SOLDIER 3
IMPORT
As the majority of gamers won't have heard of this game, if you see it, buy it! A top quality platform adventure with excellent graphics and even better gameplay. 86%

PHANTASY STAR II
SEGA £59.99
First of the mammoth RPG series. It's fairly easy to get into which is encouraging. Old-hands may find it too easy, though. 70%

PHANTASY STAR III
SEGA £49.99
Now this is more like it – ten quid cheaper than the original! The progress shows with improved graphics, but the sound is still very weak and it's still very pricey for what you get. 78%

PHELIOS
SEGA £34.99
Mediocrity is the order of this shoot-'em-up, with bog-standard audio visuals and ordinary gameplay. Another one you'll finish the day you get it. 60%

PIGSKIN FOOTBRAWL
IMPORT
Based loosely on the rules of American football, except it's 200 times more violent! Brilliant fun, which works surprisingly well in two-player mode. 75%

PIT-FIGHTER
DOMARK £49.99
Improved digitised graphics, gut wrenching sound and the appeal of battering opponents to death. How could this fail to be a winner? 87%

POPULOUS
ELECTRONIC ARTS £39.99
One of the most over-rated games ever. This certainly isn't an action game, yet the strategy isn't clever enough to keep mental players enthralled for long. 65%

POWER ATHLETE
IMPORT
A tame beat-'em-up that lacks a variety of moves and aggression. It can be challenging with two players, but that's about it. 56%

POWERBALL
IMPORT
The graphics are very simple in what is a cross between wrestling, martial arts and soccer. The original idea is innovative, but poorly executed. 74%

POWER CHALLENGE
ACCOLADE £39.99
Reverse angle replays, well drawn fairways and a realistic sense of depth and control on the two courses are the main features of this average golf sim. 72%

POWERMONGER
ELECTRONIC ARTS £39.99
A massive land-conquering mission has to be undertaken. Unfortunately, the graphics and sound let it down and long-lasting appeal is seriously affected. 72%

PREDATOR 2
FLYING EDGE £34.99
Futuristic street violence bash-'em-up. Seven stages with three skill levels and plenty of hostage rescuing to be done. It is relatively difficult and will keep you going for a while. 80%

PRO QUARTERBACK
IMPORT
A playable enough game, but it's too unoriginal. Ardent sports fans will enjoy it, but bemoan the lack of a tournament option. 70%

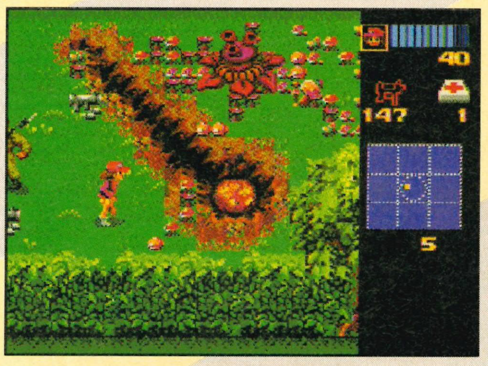
QUACKSHOT
SEGA £39.99
You could be forgiven for thinking you were watching a Disney cartoon on TV – that's how cool the animation is. One of THE best games for the Mega Drive. Add it to your collection. 93%



ZOMBIES

KONAMI £39.99

Zombies have invaded Zeke and Julie's home town and they're rapidly killing off the neighbourhood. Rescue each of the potential victims, or you could end up a zombie yourself! RV



ZOOL

VIRGIN £39.99

This was a huge hit on the Amiga and much has been improved for the Mega Drive version. This is bigger, better and more playable than ever before. 84%

DECEMBER

WINTER OLYMPICS

US Gold£TBA

US Gold have snapped up speedskater Wilf O'Reilly and the rest of the Olympic events in this game of the forthcoming extravaganza.

FOOTBALL

SONY £TBA

Sony join the football field, but it's not going to be easy with the likes of their own Sensi Soccer, and many others to contend with. NR

LAST ACTION HERO

SONY £TBA

Arnie attempts to move into the world of the Mega Drive. This is one of several licences Sony have coming up for release soon. NR

STAR WARS

SONY £TBA

George Lucas's phenomenon continues its amazing advance. The film is nearly seventeen years old and still going strong. Astonishing. NR

QUAD CHALLENGE
IMPORT
Four-wheeler buggies racing round an indistinguishable race track. The sprites are as poor as the track, so this game is a total failure and very, very un-playable. 16%

RAIDEN TRAD
IMPORT
More shoot-'em-up fare from the Far East. The graphics are okay, but there's nothing – not even a two-player mode! It's far too easy too. 37%



RACE DRIVIN'
TENGEN £39.99
This sequel to the arcade driving simulation offers new circuits including a built-in circuit design programme. The content has improved but the ideas remain the same. 80%

RAINBOW ISLANDS
IMPORT
With two games in one – an accurate coin-op conversion and a super-charged toughie for pros – this is one platform game you'll be playing for ages. Cute graphics and sound plus very addictive gameplay. 92%

RAMBO III
SEGA £19.99
Shooting the gun-toting inhabitants of a forest always seems to have a strange attraction. But the action becomes very repetitive and the collision detection poor. 76%

RASTAN SAGA 2
IMPORT
Take control of your gallant hero and guide him through a maze of dangly platforms. Reasonable graphics, but poor gameplay. 51%

RBI 3 BASEBALL
IMPORT
The baseball simulation without a difference. Screens full of statistics and an incredibly difficult batting motion. Don't expect anything out of the ordinary. 60%

RBI 4 BASEBALL
IMPORT
A tough simulation where hitting the ball is the main obstacle. Perfect this and you'll discover the outfield is all too bland. 70%

RBI '93
IMPORT
Yet another attempt to introduce us to American baseball. Sadly, this isn't going to persuade many people that it's a great sport with its dodgy control and bland gameplay. 68%

THE REVENGE OF SHINOBI
SEGA £19.99
Still considered to be the best game of the oriental beat-'em-up, magic-'em-up genre. The graphics are big and beautiful with some excellent backdrops. Another essential purchase for every Sega owner. 90%

RINGSIDE ANGEL
IMPORT
The appallingly sluggish gameplay ruins this women's wrestling game. Even the graphics haven't been exploited. 60%

RINGS OF POWER
ELECTRONIC ARTS £49.95
Extremely large, extremely colourful and extremely difficult sum this up. If you can survive for any length of time, it will entrance you. 79%

RISKY WOODS
ELECTRONIC ARTS £39.99
Interesting varied background graphics and atmospheric music make it fun to play, but possibly not fun enough. Still, a good challenge. 72%

ROAD BLASTERS
IMPORT
Converted from the coin-op, but unfortunately it is dismally poor. If you can put up with the poor scrolling, it may bring back a few memories. 39%

ROAD RASH
ELECTRONIC ARTS £39.99
You have to race a motorbike through the countryside, overtaking or clubbing other competitors, and avoiding the cops. Great fun. 85%

ROAD RASH II
ELECTRONIC ARTS £39.99
Same as the original. Take control of your motorcycle in a hectic race against other villainous bikers. Enormously addictive and the fantastic addition of a two-player mode should keep everyone happy. 92%

ROLLING THUNDER 2
SEGA £39.99
Be prepared for encounters with hoods brandashing sub-machine guns, panthers and 18-wheel juggernauts.. 88%

RUNARK
IMPORT
Save the wildlife in this Indy-style adventure beat-'em-up. There are just too many annoying aspects that stop it from being great. 58%

SAINT SWORD
IMPORT
An adventure with the little man with a sword routine. The background graphics are impressive, but is over-shadowed by bad animation. 64%

SD VALIS
IMPORT
This is a sad Japanese arcade adventure. In fact, the whole thing is mildly disturbing. There's very little content to keep you playing. 35%

SHADOW BLASTERS
IMPORT
This is a beat-'em-up which fails to impress. Poor graphics and virtually non-existent gameplay. Once again, a very strange game. 46%

SHADOW DANCER
SEGA £39.99
The addition of a dog to do your dirty work and help you out of awkward situations adds a welcome element to an attractive beat-'em-up. 83%

SHADOW OF THE BEAST
ELECTRONIC ARTS £19.99
Beautiful sound and graphics are let down by monotonous gameplay which could leave you bored out of your skull. Lacks content. 68%

SHADOW OF THE BEAST II
ELECTRONIC ARTS £39.99
The long awaited follow up to the original beastly adventure. Teasing puzzles combined with atmospheric music and mystical graphics. 78%

SHINOBI III
SEGA £34.99
Using mystical powers in a Ninja world that's futuristic and modern, this is an adventurous platformer with plenty of pick-ups and ninja magic. 80%

SHINING IN THE DARKNESS
SEGA £44.99
Set a standard which the Mega-CD would have been hard-pushed to follow. One look at the graphics and you know it's something special. Very challenging, smart-looking and addictive. 88%

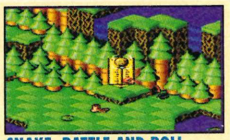
SHINING FORCE
SEGA £44.99
The best RPG to be released on the MD. Fantastic graphics combined with brain-teasingly difficult puzzles and fun combet scenes. 93%

SHOVE IT
IMPORT
As the title may imply, you literally shove things into where they belong. Really plain graphics which offer nothing more than the gameplay. 30%

SIDE POCKET
SEGA £34.99
Reasonably uneventful pool simulation with a few sexy women to boost its sales. The tables are dull, but a few trick games and extra options liven the proceedings. 64%

SLAPFIGHT MD
IMPORT
A typical old-fashioned vertical scrolling shoot-'em-up with imaginative sprites and backgrounds plus loads of options. It may be a little too easy to finish. 71%

SLIME WORLD
IMPORT
Todd must escape from the planet he is stranded on. All the surroundings are convincingly slimy, but there's just too much green stuff for this to be bearable. 64%



SNAKE, RATTLE AND ROLL
SEGA £39.99
A blast from the past really in the way you have to gobble up objects as a snake whilst avoiding the footmen. It may be dated, but the action is fairly addictive. 78%

SNOW BROS
IMPORT
Arcade style graphics and gameplay make this a winner. Although there are far too many enemies to snowball, it's still hugely addictive and brilliant fun! 79%

SOKOBHAN
IMPORT
Not much fun as you move crates around a warehouse. Lacks any sparkle to give incentive to keep anyone playing long. 59%

SOL-FEACE
IMPORT
A CD conversion without the sound quality. Otherwise, there's very little difference between the two formats. A very average shoot-'em-up. 56%

SONIC THE HEDGEHOG
SEGA £34.99
Sega's supersonic hero's first outing is just what everyone says it is, purely brilliant. Unfortunately it doesn't have much depth and the game is easily completed, but it has to be experienced. 90%

SONIC THE HEDGEHOG 2
SEGA £39.99
The best game of 1992. Sonic 2 delivers the goods in style. Little can fault this brilliant piece of software. Hyper-speed platform adventuring at its best. Everyone should play it! 94%

SPACE HARRIER II
SEGA £19.99
The poor sound, appalling collision detection and awkward playing view may prove too much for most ardent fans. This only ever worked in the arcade. 62%

SPACE INVADERS '90
IMPORT
Definitely for oldies who remember playing this ultimate classic. The variation makes a change from the modern shooters, but the enthusiasm runs thin. 79%

SPEEDBALL II
VIRGIN £39.99
Techno-rugby for the insane. Pitch and players are both graphically superb, giving a great futuristic feel. Grunts and groans are also wicked. Play a friend or computer, but play it! 92%

SPIDER-MAN
SEGA £19.99
All the bad guys are here along with some excellent story-telling screens. Dodgy collision detection makes for frustrating gameplay. 85%



SPIDER-MAN AND THE X-MEN
FLYING EDGE £39.99
A fun platform adventure with a lot of variety in the gameplay and visuals. The style may be a little dated, but this should still appeal to Marvel hero fans. 80%

SPLATTERHOUSE 2
NAMCO £39.95
Chainsaw machismo at its fiercest. Eight stages of blood-thirsty and totally tasteless graphics, combined with equally sadistic music. 86%

SPORTS TALK BASEBALL
SEGA £39.95
A difficult simulation to pull-off, but this is a real winner. Graphically excellent and great fun. Very difficult to beat the computer. 80%

STAR CRUISER
IMPORT
Completely unplayable due to Japanese text. Try it out if you must, but interest could soon wane. 35%

STARFLIGHT
ELECTRONIC ARTS £49.99
Deep space mining is the name of this game. Plenty of combat, but also plenty of strategy. Beware of repetition, though. 80%

STEEL EMPIRE
ACCLAIM £39.95
A horizontal shoot-'em-up with huge sprites that seem innovative, but exterminating wave after wave of them becomes monotonous. 50%

STEEL TALONS
DOMARK £39.99
The MD hasn't been utilised to its full potential and fails to impress as much as the arcade game. Chopper combat at a lower level. 54%

STORMLORD
IMPORT
A cutesy adventure game with intriguing, but not difficult, puzzles. Instantly likeable, but too hard, making it repetitive and quite boring. 73%



STREET FIGHTER II
SEGA £59.99
The first ever 24Mbit cart is used to maximum effect to produce a superb conversion of an all-time classic arcade game. The graphics are astoundingly superior and the gameplay is fast. 95%

STREET SMART
SEGA £34.99
This beat-'em-up's gameplay is limited due to the small array of martial arts moves. It's also very easy to complete the game on your first go. 67%

STREETS OF RAGE
SEGA £34.99
This was widely accepted as the most gruesome beat-'em-up when first released, but it penultimately lacks challenge. Moves are wide-ranging and the sound effects and tunes awesome, but it could all be over on the first go. 83%

STREETS OF RAGE II
SEGA £44.99
An good beat-'em-till-they-bleed offering. The massive 16Mbit cart has been used to its full potential. Teamplay and versus modes make the overall game something to relish, if that's what you like. 87%

STRIDER
SEGA £19.99
All stages, bar the last, are easily completed. The graphics on some will have you awe-struck, but too many sprites on screen causes the dreaded slowdown syndrome. 87%

STRIDER II
US GOLD £39.99
This action-packed platformer follows the tradition of the original, although it's been totally revamped for a more modern feel. Unfortunately, there are no passwords, so it's going to be a fair while before you finish it. 76%

SUMMER CHALLENGE
ACCOLADE £34.99
Budding athletes are given eight different summer time sports. The sprites are well animated and very realistic, but unfortunately, events are too short. Gameplay is also a little dated to say the least. 52%

SUNSET RIDERS
KONAMI £39.99
Authentic cowboy and indian action is similar to coin-op, but with less detailed graphics. One of the best platform shooters around that shouldn't be ignored! 85%

SUPER AIRWOLF
IMPORT
Also known as *Crossfire*, this shoot-'em-up certainly packs a punch. Very fast gameplay and superb graphics makes it a winner, but it ultimately lacks variation. 53%

SUPER BASEBALL 2020
ELECTRONIC ARTS £49.99
Robots and human are mixed in a futuristic version of the standard American game. Steel balls and tough armour make this a typically lethal and worthwhile release despite being over-priced. 82%

SUPER BATTLETANK
IMPORT
This tank sim may appeal to your basic instincts, but complete and utter boredom sets in. Far too easy to offer any challenge and nowhere near realistic. 44%

SUPER FANTASY ZONE
SEGA £34.99
Small sprites with extras including power-ups and big guardians. Corking good fun for a few hours, but after that your eyes may become weary. 67%

SUPER HANG-ON
SEGA £19.99
Super smooth scrolling at a mind-numbing pace ensures you'll get the thrill of motor biking every time you play this. The feel of racing is perfectly captured. 82%

SUPER HIGH IMPACT
IMPORT
A total of 18 teams should give American football fans something to find of interest. Good animation, but a lack of challenge due to the omission of a league. 73%

SUPER HQ
IMPORT
It's been over four years since *Chase HQ* was in the arcades and *Super HQ* certainly reminds you of this fact and offers very little. 52%

SUPER HYDLIDE
SEGA £19.99
Some RPGs just don't have what it takes to attract. In this, there just isn't enough to do; not enough people and very few places. Very boring. 49%

SUPER KICK OFF
US GOLD £44.99
May have been the best in its day, but although the scrolling is flawless, it is hard to control players' actions. Worth a look, though. 77%

SUPER LEAGUE BASEBALL
SEGA £34.99
Baseball is an essentially repetitive game. To stave off the boredom, there has to be loads of features and this should offer enough of these to keep you enthralled.One of the decent attempts at the sport. 82%

SUPERMAN
VIRGIN £39.99
Different to the import version, although it still doesn't quite hit the mark. Battle your way through five levels of traditional platform gameplay and watch out for the fiddly controls. 80%

SUPER MILITARY
IMPORT
This looks like a great little war game. There are loads of super statics that really build up the tension and set the scene for a very challenging confrontation. 80%

SUPER MONACO GP
SEGA £34.99
Lacks just one thing, a two-player mode. Everything else is here, especially the gameplay which makes you feel as if you're racing around the top GP circuits. 85%

SUPER MONACO GRAND PRIX II
SEGA £49.99
An absolutely rubbish racing simulator. Pretty graphics and all that, but useless gameplay and a virtually non-existent difficulty level. 41%

SUPER OFF ROAD
BALLISTIC £29.99
A brilliant conversion of the original bringing all the sights and sounds of 4x4 truck racing to the MD. One and two-player games are similarly addictive. 88%

SUPER REAL BASKETBALL
SEGA £34.99
The beautiful close-ups make this enjoyable to play. There are a few other neat effects that make this stand out from the crowd. 82%

SUPER SMASH TV
ACCLAIM £29.99
Highly acclaimed arcade game that is very tough, but successful controls and a sprite filled screen make it awesome. 85%

SUPER THUNDER BLADE
SEGA £19.99
A shoot-'em-up that's claim to fame is the two views (from behind the chopper and from above). All it does is confuse the gameplay. 73%

SUPER VOLLEYBALL
IMPORT
Taking a side-on view and scrolling the court across the screen, this is a very innovative interpretation, but you have to play the sport to enjoy it. 84%

SUPER WRESTLEMANIA
FLYING EDGE £39.99
Addictive two-player action in the ultimate WWF simulation. Wickedly detailed sprites and a barrel-full of special effects. 80%

SWORD OF SODAN
ELECTRONIC ARTS £39.99
Unbearably sluggish gameplay is a pity because the massive sprites that cause it are excellent. It's very difficult to get into and harder to like. 33%

SWORD OF VERMILION
SEGA £49.99
If you like your RPGs massive and incredibly tough, then this is just the ticket. If not, you can admire the ground-breaking graphics. 81%

TAILSPIN
SEGA £39.99
A completely boring platform game with the nice addition of a shoot-'em-up section. This doesn't improve the situation enough to make it fun. 61%

TASK FORCE HARRIER EX
IMPORT
The graphics and sound are poor, the gameplay flawed and the difficulty non-existent. An American offering that should stay that side of the Atlantic. 45%

TATSUJIN
IMPORT
Average verically scrolling shoot-'em-up with basic control and pretty graphics, although now dated. Just another Japanese release. 46%

TAZ MANIA
SEGA £39.95
Ambient backdrops and a totally tasteful main character. A real adventure into the Taz Manian wilderness which should keep you compelled for months. 90%

TEAM USA BASKETBALL
ELECTRONIC ARTS £39.99
Excellent graphics make this simulation appear authentic, but closer inspection reveals abysmal animation and undesirable sound effects. 70%

TECHNOCOP
IMPORT
An original combination of a racing simulation and a platform game. The idea is fantastic, but the final product is absolutely rubbish. 29%

TECMO WORLD CUP '92
IMPORT
There are a few trick shots, but there's no real-life random aspect and no fouls, making the two-player mode the only real fun you'll have. 51%

TECMO WORLD CUP SOCCER
IMPORT
The greatest prize in football is up for grabs and 24 countries play in this disappointing soccer sim that lacks atmosphere. Progression through the tournament is also far too easy. 51%

TECHNOCLASH
ELECTRONIC ARTS £39.99
This is a challenging RPG shoot-'em-up with a mountain of options. Only once you get into the game, do you appreciate the appealing and addictive gameplay. 84%

TEENAGE MUTANT NINJA TURTLES
KONAMI £39.99
A superb beat-'em-up in the *SOR* style. Bright backdrops and large colourful Turtles. A superb two-player game, but possibly too short. 83%

TEL TEL BASEBALL
IMPORT
Everything is controlled by menus, there's an option to play over modem and because the play-offs tend to go on a bit, there's battery back-up. 60%

THE TERMINATOR
VIRGIN £39.99
This terrific film licence exceeded all expectations and was a real surprise. Packed with stills from the movie and stages directly linked, arcade blasters will be amazed. 89%

TERMINATOR 2: THE ARCADE GAME
ARENA £39.99
A fantastic game which allows the use of either joypads or the Menacer. 100% compelling action helped along by superb graphics and solid sound. Nine stages of virtual realism. 92%

TEST DRIVE 2: THE DUEL
BALLISTIC £34.99
This will certainly test novices and experienced drivers alike. Its secret success lies in the excellent car handling which feels just like the real thing. 86%

THE GREAT WALDO SEARCH
IMPORT
An awful fantasy adventure with simple sprites, barely any music, jerky movements and incredibly easy levels. Don't waste £40. 19%

THUNDER FORCE II
SEGA £34.99
Sure has stood the test of time. The challenge is strong and the overall presentation excellent, with some super backdrops. 81%

THUNDER FORCE III
SEGA £34.99
Better than the original, this one will have you playing for ages. Those wacky backdrops make it stand out as a real arcade experience. 89%

THUNDER FORCE IV
SEGA £39.99
The latest offering in the *Thunderforce* adventure. Truly magnificent ultra-impressive graphics throughout and totally compelling gameplay. Shoot-'em-ups at the ultimate level. 92%

THUNDERFOX
IMPORT
It may only work on Jap machines, but don't feel as if you're missing anything here. The graphics are fun, but the sound is appalling. 33%

THUNDER PRO WRESTLING
IMPORT
The main fault is the terrible control method, but the limited moves means it's not much fun to play either. 57%

TIGER HELI
IMPORT
Previously exciting helicopter game. Unfortunately, this has seriously dated and can no longer be recommended to young or old. 28%

TINY TOON ADVENTURES
KONAMI £39.99
A wonderful adventure that borrows a lot of elements from the Warner Bros. cartoons. The colourful graphics and great animation set it apart. Fast, furious and completely mad! 90%

TOEJAM & EARL
SEGA £19.99
Destined to become a cult classic. Cartoon-style graphics and some of the best sampled sound you will ever hear. Can become tedious after a few plays, though. 88%

TOKI
SEGA £19.99
Lots of different pieces of music and arcade-quality graphics make this an ace platform game and an accurate conversion, but is too easy. 85%

TORA! TORA! TORA!
IMPORT
Also known as *Fire Shark*, this is an extremely average shoot-'em-up which has very little to offer to those looking for something a bit different. 75%

TOXIC CRUSADERS
IMPORT
Oh dear! Save the world from the threat of toxic poisoning. Take control of Toxie and help him in this dire scrolling arcade adventure. 38%

TOYS
IMPORT
Yes, it's all about childhood objects, but it's not that much fun. Graphics are dull throughout each level and the animation is very poor. Avoid at all costs. 25%

TRAMPOLINE TERROR
IMPORT
Despite the title, this has nothing to do with trampolines and there's even less terror involved. Speccy games are better than this. 20%

TRAYSIA
IMPORT
An American RPG that offers very little. Unacceptable graphics and lacking gameplay. Leave it! 17%

TROUBLE SHOOTER
IMPORT
Forgotten Worlds updated! Everything is extremely colourful and makes for a very good looking game. Not enough power-ups, though. 78%

TRUXTON
SEGA £34.99
Know as *Tatsujin* in Japan, this was a real hit when it was released. Although a normal, but easy vertical shoot-'em-up, it's immense fun. 84%

TURBO OUT RUN
SEGA £19.99
The first *Out Run* was brilliant in its time, but the old formula is looking very dated. Driving is very boring, requiring little skill or thought. 52%

TURRICAN

BALLISTIC £34.99
A challenging conversion of a game that plays well. The innovative shooting technique adds a new twist into this above average platform shoot-'em-up. **81%**

TWIN COBRA
SEGA £34.99
Control your helicopter through dreary battle zones in this basic scrolling shoot-'em-up that has nothing special to offer the MD player. **50%**

TWIN HAWK
SEGA £34.99
Another average shoot-'em-up that is criminally easy to complete. Usual fun initially, but it doesn't last. **59%**

TWINKLE TALE
IMPORT
A psychedelic Japanese shoot-'em-up that offers great value for money. Superb intro music and a compelling storyline. Very intense and particularly challenging. **83%**

TWO CRUDE DUDES
SEGA £34.99
The eponymous stars are excellent muscle men who relish the thought of going on the rampage – and so will you! This is tough. **88%**

TWO TRIBES
VIRGIN £44.99
A physiological battle where the aim is to diminish the opposition's population. A well constructed strategic game which some simple, yet creative, background designs and simply hundreds of stages. **88%**

ULTIMATE SOCCER
SEGA £39.99
Plenty of options are overshadowed by jerky scaling techniques and poor sprite movements in a game of football that lacks the essential atmosphere. **70%**

ULTIMATE TIGER
IMPORT
Control one of the most heavily-armoured helicopters on Earth. Raw arcade blasting action with tons of weapons available to down the enemy. It's great fun. **80%**

ULTIMATE QIX
IMPORT
This certainly plays like the classic board game, Othello. But, if you really must play it, why not buy the original? Basic graphics and sound with very few surprises. **55%**

UNDEADLINE
IMPORT
You may be forgiven for thinking this is just a shoot-'em-up. After playing it, your opinion will alter. Mega power-ups and zombie level guardians keep everything alive. **85%**

UNIVERSAL SOLDIER
ACCOLADE £39.99
Turrican II has been slightly modified to incorporate UniSol level bosses. Not as tough as it looks, but super gameplay. **86%**

VALIS
IMPORT
The original hack-'em-till-they-die arcade adventure. Due to the release of *Valis III*, it's not worth bothering with this cart any more. If you must, dig it out for a laugh. **65%**

VALIS III
IMPORT
Looks great, but is incredibly boring. Plethora of pictures featuring wide-eyed Japanese people can't save a monotonous arcade adventure. **78%**

VAPOR TRAIL
IMPORT
The lack of difficulty pulls the rating down. While fun to play, with some breath-takingly fast gameplay, you soon find nothing challenging in the game. **57%**

VARIS SD
IMPORT
This cute platform game leaves much to the imagination. Reasonable graphics, but nothing much else to offer the cutesy platform seeking gamesplayer. **58%**

VERYTEX
IMPORT
This is one of those scrolling shooters that is actually quite good, although dated. Big and beefy guardians to beat and tough levels throughout. **80%**

WANI WANI WORLD
IMPORT
The graphics make you wonder if it wasn't designed under the influence of a hallucinogenic substance. Two-player mode is addictive, but only mildly challenging. **85%**

WARDNER
IMPORT
A boring platform game which has nothing to offer and purchasing it may prove to be a complete waste of your money. **25%**

WARDNER SPECIAL
IMPORT
The only fun aspect is beating the oncoming hordes. While the usual elements are here, most will be dissatisfied with the sheer lack of any detail. **48%**



WARPSPEED
ACCOLADE £39.99
As an intergalactic space pilot, you must single-handedly prevent aliens from invading the Earth. A brilliant idea, although gameplay is totally unrealistic and the graphics are very dated. **36%**

WARSONG
IMPORT
You'll need quite a lot of patience to fully appreciate this wargame – if you can take time to study the manual and fully see the game beneath it. One for armchair generals. **80%**

WHEEL OF FORTUNE
IMPORT
If luxurious apartments and condominiums are your desire, don't waste your money on this. Absolute rubbish with 4500 uninteresting questions. **43%**

WHERE IN THE WORLD IS CARMEN SANDIEGO?
ELECTRONIC ARTS £39.99
An unsuccessful return of the highly acclaimed edutainment game. The upper-class villains are too easy to capture, so it's boring for the experienced adventurer. Kids won't be fooled. **59%**

WHERE IN TIME IS CARMEN SANDIEGO?
ELECTRONIC ARTS £49.99
You must, yet again, get on the trail of Carmen Sandiego and capture her using your trusty Desk Encyclopaedia. A more successful attempt than the previous outing, but it's still very lacking in entertainment. **70%**

WHIP RUSH
SEGA £34.99
The backgrounds in this shoot-'em-up are superb and scroll along at pixel-blurring speed. It's very, very playable and attractive too, but there has since been better games releases. **65%**

WIMBLEDON
SEGA £39.99
Get into a competitive spirit with a four-player Tap and a worthwhile tennis package. An average tennis sim with the Tap giving it the edge over many other tennis releases. **80%**

WINTER CHALLENGE
BALLISTIC £39.99
Eight different events make up this snow-laden epic, but it fails to convey the realism in most events and soon becomes tedious. Still, there's nothing else like it. **78%**

WONDER BOY III
SEGA £34.99
The two-player game is brilliant fun and very interactive, but the levels are so repetitive. Recommended for two players only and single players should try elsewhere. **79%**

WONDER BOY IV
SEGA £39.99
More fun than the original, or any other for that matter, but it's still too tedious to be an all-time classic. The graphics are impressive, but they fail to make Wonder Boy the cult figure he so badly wants to be. **82%**

WONDER BOY V
SEGA £39.99
The fifth, and most probably last, game in the current series. Maybe they are trying to compete with the Friday the 13th series. Sadly, if you've played one, then you've played them all. **75%**

WORLD CLASS LEADERBOARD
US GOLD £39.99
Complete with the speech samples, this old classic finally arrives on the big Sega. Sadly, it fails to capture the realism of its main competitor, *PGA Tour Golf*. **77%**

WORLD CUP ITALIA 90
SEGA £19.99
This suffers from the same limited moves of *Tecmo World Cup '92*. Still, it was a brave attempt at the time and should be applauded for it. **76%**

WORLD OF ILLUSION
SEGA £39.99
The wonderful world of Disney appears on the MD. This fantastic display of enchanting graphics and addictive gameplay should keep both young and old compelled. **89%**

WRESTLE WAR
SEGA £19.99
Getting the moves is so infuriating that your wrestling more with the joystick than with the actual game. **74%**

XDR
IMPORT
A mysterious shoot-'em-up, mainly due to the lack of information about it. Also known as *X-Dazzldy-Ray*. **54%**

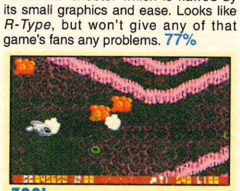
XENON II
VIRGIN £34.99
Only the poor collision detection and occasional screen slowdown prevent this from being an essential shoot-'em-up purchase. **80%**

X-MEN
SEGA £34.99
A conversion of the *X-Men* arcade would've made a much better game, but this is okay as long as you like killing things and nothing else! **78%**

Y's 3: WANDERERS FROM Y'S
IMPORT
An in-depth RPG which offers a considerable challenge. Fans of tough games will love it, but if you're not one, then steer clear. **78%**

ZANY GOLF
ELECTRONIC ARTS £39.99
Normal golf is a strange enough game, but this is barmy. A great party game and a very polished product. **66%**

ZERO WING
SEGA £19.99
Horizontal shooter which is flawed by its small graphics and ease. Looks like *R-Type*, but won't give any of that game's fans any problems. **77%**



ZOOL
EA £39.99
This Amiga classic has been converted to console and continues to express a bizarre world with hundreds of hidden bonuses and a lot of interactive fun! **84%**

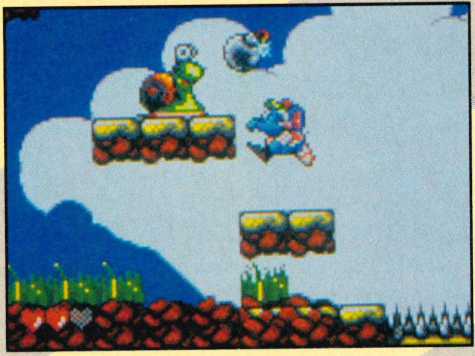
ZOOM
SEGA £29.99
Painter games live on, but only just in this cheap and cheerful puzzler. Average graphics and sound. Soon gets either too boring or too frustrating. This isn't up to much. **48%**

You may have noticed that we've spent some time updating the scores. Many have been changed dramatically to reflect our revised opinion of each game.

MASTER SYSTEM

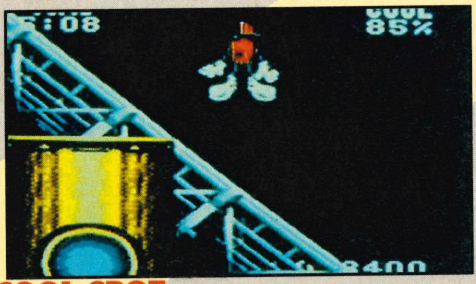
ASTERIX – THE SECRET MISSION
SEGA £32.99

This is the second time that Asterix has appeared on the MS – his first adventure was very popular. Look out for more of the same cartoony sense of humour.
NR



CJ – ELEPHANT FUGITIVE
CODEMASTERS £32.99

CJ is a kidnapped elephant from Africa who has been imprisoned in an English zoo. His aim is to get back to be with his family. One night, he breaks free from the prison and armed with only a few peanuts, he begins his trek. NR



COOL SPOT
VIRGIN £32.99

He's small, red and very, very cool! Cool Spot was a huge hit on the Mega Drive and this even includes some scenes from the MD adventure. Join Cool Spot and help him achieve his quest for cool.
NR

DESERT STRIKE
DOMARK £32.99

This product seems to slip and slip, but it's still being eagerly awaited by MS owners. Take to the skies and blast away dodgy Arabian outlaws, with no remorse.
RV

DONALD DUCK 2
SEGA £32.99

The Lucky Dime Caper was one of the most popular MS titles ever. This sequel features more of the same humorous gameplay, with updated graphics. NR



The Master System is surely the most under-rated of Sega's machines. Here's a run-down of what's available for this format, including some excellent games that'll make those who put it down eat their proverbial hat...

ACE OF ACES
SEGA £32.99
MS flight sims have never been complex and this isn't breaking any new ground. Average opening statics but in-game graphics are pretty dreadful. 55%

ACTION FIGHTER
SEGA £12.99
Dodging, shooting or bumping into the vehicles soon gets very repetitive, even with a few surprise elements. Not enough overall content. 51%

AGASSI TENNIS
TECMAGIK £32.99
The king of bleached hair and hairy stomachs takes to the Master System. This is a fairly decent attempt to cash in on the tennis season. 84%

AERIAL ASSAULT
SEGA £29.99
Ancient, but relies on old-fashioned principles of keeping the player busy. This shoot-'em-up is still quite a frenzy. Graphics and sound are now dated. 69%

AFTER BURNER
SEGA £14.99
Speed and frenetic action of the simple arcade variety here. It contains all the coin-op features, even the flying flip which will send you well dizzy. 85%

ALEX KIDD IN HI-TECH WORLD
SEGA £29.99
Alex's worst outing ever. The main problem with this is the presence of a very harsh restart procedure which always places you back at the beginning when you die. 54%

ALEX KIDD IN MIRACLE WORLD
SEGA £24.99
This is undoubtedly his most successful attempt. It was designed in competition to Nintendo's Mario and uses many of the same popular and successful elements. Essential Sega software. 90%

ALEX KIDD IN SHINOBI WORLD
SEGA £29.99
Mixing ninja with a successful character. There's plenty of platform adventuring to keep you enthralled for ages. Only one player though. 85%

ALEX KIDD AND THE LOST STARS
SEGA £29.99
Usually Alex Kidd provides you with a testing challenge that lasts for months. Not in this! Finding the lost stars won't take you very long. 79%

ALF
TONKA £29.99
Poor sprite collision, badly designed graphics, limited sound effects and a repetitive game target. Don't bother with it! 16%

ALIEN 3
ACCLAIM £32.99
As with the MD and GG versions, this is brilliant. Guide Ripley through the treacherous space-ship in a stunning platform adventure. Loads to do and power-ups galore make it a definite winner. 90%

ALIEN STORM
SEGA £9.99
Massive "save the human race" game, with cool visuals, but a bit on the easy side. A sort of *Golden Axe* in the 21st century. Recommended for gamers everywhere. 87%

ALIEN SYNDROME
SEGA £29.99
If you can get hold of a friend, this game becomes a real pleasure to play as you team up to explore and destroy the seven alien-infested ships. 85%

ALTERED BEAST
SEGA £14.99
Appalling conversion of a popular coin-op. It's a beat-'em-up that's severely flawed and made very average due to the flickery sprites and jerky scrolling. 50%

AMERICAN BASEBALL
SEGA £29.99
Baseball games are in abundance on console. This offering allows you to manage one of 26 teams plus the usual bat and pitch play. Good for one or two players. 83%

AMERICAN PRO FOOTBALL
SEGA £29.99
This takes a top-down view of the proceedings. The graphics are small, but distinct and have a little animation. Good for beginners as everything is kept simple. 79%

ARCH RIVALS
FLYING EDGE £32.99
Basketball with an attitude problem as all the rules are thrown out of the window in a no-holds-barred fight for victory. The fun is limited to two-player mode. 83%

ARCADE SMASH HITS
VIRGIN £29.99
Centipede, *Break-Out* and *Missile Command* all in one cartridge. All the games are fairly basic in content, but the addictiveness and playability shines through. 82%

ASSAULT CITY
SEGA £14.99
A superb shoot-'em-up in all areas. The action is kept fast and furious and even though there are only six levels, it's quite a challenge. 83%

ASTERIX
SEGA £29.99
Whatever you do, don't miss out on this tour de force of arcade adventuring. The graphics could have been taken from the comic book, and the incidental music is more than just that. New Age MS excellence. 94%

ASTRO WARRIOR
SEGA £29.99
Usual shoot-'em-up stuff and there's nothing here to make you think differently. Pick up the power-ups, learn the attack strategy and Bob's your uncle. 67%

AZTEC ADVENTURE
SEGA £12.99
Could have been a fun arcade adventure if you didn't get chucked back to the start every time you die. If the graphics weren't good, it would be insufferable. 70%

BACK TO THE FUTURE II
IMAGE WORKS £34.99
Pathetic movie tie-in that has the odd good-looking graphic that you may recognise. Don't buy it anyway because it'll disappoint. 24%

BACK TO THE FUTURE III
FLYING EDGE £34.99
Much better sequel, but has only three stages and they get easier. The programmers have taken recognisable bits from the film. 79%

BANK PANIC
SEGA £17.99
If you're one of the few people with a Phaser gun, then this cheap offering presents quite good value for money. Many humorous moments. 71%

BART VS THE SPACE MUTANTS
FLYING EDGE £32.99
The first Simpsons game to hit the Sega and certainly better than its Nintendo counterpart. Of all the Sega versions, this is definitely the most impressive, packed with challenge and playability. 93%

BASKETBALL NIGHTMARE
SEGA £29.99
An innovative approach which is inspired by the film, Teen Wolf. Monster teams line up against each other. Solely to make you laugh. 88%

BATMAN RETURNS
SEGA £29.99
Follows in the Mega Drive's footsteps in that it looks great, but is fairly unplayable. Waste of a good licence. 53%

BATTLE OUT RUN
SEGA £29.99
You simply have to zoom down the road, avoiding the traffic, catch up with the drug dealer's car and stop him. Tiresome *Out Run* rehash. 67%

BLACK BELT
SEGA £24.99
A criminally easy beat-'em-up. Incredibly poor graphics with backdrops containing little more than a wall and some sky. Unexciting and repetitive. 41%

BLADE EAGLE 3-D
SEGA £19.99
Addition of some 3-D graphics pulls this shoot-'em-up above the usual offerings. Little challenge on the early levels but punishes on the last. 77%

BOMBER RAID
SEGA £29.99
Testing as you try to take out both air and ground targets. Not difficult mentally but certainly tests patience and quickly becomes exceedingly boring. 33%

BONANZA BROS
SEGA £29.99
Great graphics and some extra bonus stages. Primarily a two-player game, but it's also brilliant in one player as you try to find the loot on ten frantic stages. 90%

BUBBLE BOBBLE
SEGA £29.99
Although an ancient piece of software, it's a real classic. Essentially repetitive, but very addictive in two-player. 86%

CALIFORNIA GAMES
SEGA £29.99
Six events – skateboard, footbag, surfing, BMX, half-pipe and frisbee – means long-lasting challenge and enhanced playability. 83%

CALIFORNIA GAMES II
SEGA £32.99
Hanging ten and catching waves may be fine in California but it's not very interesting on the Master System. Every event looks very dated and gameplay is far too simple. 58%

CAPTAIN SILVER
SEGA £29.99
Finding buried treasure in real-life is pretty tough. Despite being difficult, the superb sprites and sound will keep you playing for ages. 82%

CASINO GAMES
SEGA £29.99
This should help solve your addiction to one arm bandits in five minutes. After playing all of the Las Vegas-based games, you'll be sick of the sight of them for good. 44%

CASTLE OF ILLUSION
SEGA £29.99
Mickey's adventure through the magical forest and castle is one of the best games on the MS. Brilliant animation and sprite definition make this an all-time classic. 94%

CHAMPIONS OF EUROPE
TECMAGIK £34.99
Early versions of this game were plagued with bugs, but ignoring these, the actual game is great, with many innovative features and great gameplay. 92%

CHASE HQ
SEGA £14.99
What *Battle Out Run* was trying to be, but this isn't much better. It takes ages to reach the druggies' car and if you mess up it takes ages to relocate them again. 72%

CRASH DUMMIES
ACCLAIM £32.99
A pretty addictive game that has five short challenges. A nice try, but there is so little to it! 52%

CHOPLIFTER
SEGA £24.99
Although the graphics and sound look grim, the playability shines through. Recommended as one of the most enduring and addictive games of all-time. 85%

CHUCK ROCK
VIRGIN £29.99
A hilariousNeanderthal platform adventure with dynamic graphics and a super intro tune. As atmospheric as the MD version is and equally addictive. 84%

CLOUD MASTER
SEGA £29.99
You control a strange little fellow who simply goes around on his faithful white cloud shooting everyone. Loads of big guys throughout the five skyward levels. 60%

COLUMNS
SEGA £24.99
Possibly the best Sega machine implemention of this excellent *Tetris* beater. It is far more enjoyable and rewarding than the popular original, especially when plaing in two-player versus mode. 91%



COSMIC SPACEHEAD
CODEMASTERS £29.99
A brilliant interactive cartoon with a solid plot and plenty of simple, yet addictive, puzzles to work out. You'll also find many different styles of arcade action here. 93%

CYBER SHINOBI
SEGA £14.99
The Shinobi series never seems to stop and although different, this contains similar elements seen in the others. Gameplay lacks content and it's fairly easy. 68%

CYBORG HUNTER
SEGA £24.99
While the seven levels of the fortress you have to explore are certainly vast, they lack content. It's fun at first, but the repetition becomes very tedious and annoying. 62%

DANAN: THE JUNGLE FIGHTER
SEGA £29.99
Stuck in the jungles, you must fight your way through the undergrowth and the inordinate amount of unfriendlies. Good, if a little repetitive. 72%

DEAD ANGLE
SEGA £29.99
A simple *Op Wolf* clone. It adds nothing new to the genre and, therefore, becomes too boring very quickly. Give it a miss if you know what's good for you. 51%

DICK TRACY
SEGA £14.99
Blurred graphics, jerky animation and totally unplayable. One of the worst film tie-ins ever. 21%

DOUBLE DRAGON
SEGA £14.99
This is a very accurate conversion suffering only from being a bit too easy for a game with only a few levels and similar gameplay. 70%

DOUBLE HAWK
SEGA £14.99
Two fighters must blast all who stand in their way, picking up all the available power-ups. Great two-player action makes this a decent, albeit easy, shoot-'em-up. 70%

DRAGON CRYSTAL
SEGA £29.99
This seems lost and vacant in the abyss of a TV screen. Even so, there's enough challenge in there to keep RPG fans happy for months. 82%

DYNAMITE DUKE
SEGA £29.99
If you like your action simple point 'n' shoot you can go wrong here. It's very

similar to *Operation Wolf*, but the graphics are far superior. 72%

DYNAMITE DUX
SEGA £29.99
A cute and colourful arcade beat-'em-up that is very addictive and challenging. The dodgy scrolling occasionally affects play, but overall it's a lot of fun to play. 86%

E

ENDURO RACER
SEGA £9.99
Nothing like the arcade as you view your bike from above and race over an obstacle course. Plays surprisingly well, but there's a serious lack of a two-player mode. 68%

ESWAT
SEGA £14.99
A decent conversion of Sega's popular coin-op. You play a cop trying to gain promotion to the ESWAT branch. Enjoyable and challenging. 71%

F

F1
DOMARK £29.99
A rookie release that fails to interpret the thrills of a real F1 championship like the MD version did. This basic racing sim has poor control and a lack of Grand Prix atmosphere. 61%

F-16 FIGHTER
SEGA £14.99
Ten levels packed with MiGs. Sadly, it suffers from being too complex for its own good; it's neither simple fun to play or taxing on the brain. 63%

FANTASTIC DIZZY
CODEMASTERS £24.99
The fantastic cartoon scenario featuring Dizzy, Daisy and the evil Zaks has been recaptured on the MS with style. A very playable adventure that's domesticated for all the family. 92%

FANTASY ZONE
SEGA £12.99
For such a paltry asking price how can you ignore this ground-breaking shoot-'em-up? No-one has ever used colour to such effect on the MS; this game requires sun-glasses! A piece of history that can't be ignored. 91%

FANTASY ZONE 2
SEGA £24.99
More of the same abuse of the MS colour palette. Eight more levels that are just as tough and challenging as the original. 90%

FANTASY ZONE 3
SEGA £24.99
The shoot-'em-up game has been changed to a Pac-Man format. Simple, but effective graphics make this great fun. 84%

FIRE AND FORGET II
TITUS £29.99
Sod the storyline, let's just stick a gun on the car and see how it goes. Well it doesn't go too bad, actually. The best attempt at a car chaser yet. 84%

THE FLINTSTONES
GRANDSLAM £29.99
The quality of programming is evident, except everything is very simple to execute and soon bores you. For the young and inexperienced only. 70%

FORGOTTEN WORLDS
SEGA £14.99
With an abundance of shoot-'em-ups available, they have to be good to sell. This is far too easy and the controls are useless. Try anything else. 32%

G

GAIN GROUND
SEGA £29.99
You and a friend have to choose from a band of warriors and attack a number of progressively difficult strongholds. Good teamplay and very addictive. 82%

GALAXY FORCE
SEGA £29.99
This coin-op game is excellent fun. Some hideous enemy sprites but it only makes you more determined to blow them to bits. A great shoot-'em-up conversion. 86%

GANGSTER TOWN
SEGA £24.99
Grab that Phaser gun and blast the varmints stepping on your turf. It's all harmless fun but like most gun games, becomes boring. 65%

GAUNTLET
SEGA £29.99
Atari's famous four-player coin-op, but in two-player MS guise. It's just like the real thing, so if you can put up with the vastness of the original game, here it is in all its glory! 80%

GEORGE FOREMAN'S KO BOXING
ACCLAIM £29.99
Boxing simulation, also known as *Heavyweight Champ*, that offers different fighters. The gameplay is okay, but there's nothing new or original. 69%

GHOSTBUSTERS
SEGA £14.99
Find the ghost, bust the ghost, bag the ghost. Repeat till end. It all gets boring very quickly, even if busting the ghosts does require some talent. 50%

GHOST HOUSE
SEGA £17.99
Some things in life were never meant to be. This ghostly (ghastly) encounter requires little skill and is aimed at very, very young players. 45%

GHOULS 'N' GHOSTS
SEGA £29.99
A great medieval romp through the undergrowth and onto gigantic guardians. It may not have all the special effects, but it plays like a dream. Buy it. 90%

GLOBAL DEFENSE
SEGA £12.99
A freak accident has caused missiles from all over the world to zoom off into space. You must blow them up. Simple, but effective. 75%

GLOBAL GLADIATORS
VIRGIN £32.99
It may look like one of the best MS games around, but the control method is a complete let down and is frustrating after about five minutes. 64%

G-LOC
SEGA £29.99
A joy to fly with plenty of action. The speed is phenomenal and graphics bearable. Okay arcade flight sim that works well. 83%

GOLDEN AXE
SEGA £14.99
A respectable attempt at portraying a favourite hack-'em-up. It suffers from one limitation; you only get the choice to control one player, not three. 85%

GOLDEN AXE WARRIOR
SEGA £32.99
Old Death Adder is back, but before you try to defeat him, remember that there's no arcade action – just lots of adventuring. 67%

GOLFAMANIA
SEGA £32.99
For one or two players, it may not look like a visual feast of golfing delights, but you'll be glad to hear that it's packed with playability and fun. 82%

GOLVELLIUS
SEGA £29.99
The evil Golvellius has dispatched seven of his top demons to prevent you from passing through the valley. Very challenging and graphically good, but lacks longevity. 77%

GP RIDER
SEGA £32.99
The riding stakes may be high, but the flickery sprites and poor graphics let *GP Rider* down. There's little variety between races and an annoying control method. 58%

GREAT BASEBALL
SEGA £24.99
Not as good as it pretends to be. Even so, for a game that is as old as this is, the graphics and sound are fairly decent and it's still playable. For sports fans only. 75%

GREAT BASKETBALL
SEGA £24.99
Die-hard fans of the sport will be more at home here. The two-player mode makes the game a real challenge, but the computer oppos are easy. 78%

GREAT FOOTBALL
SEGA £24.99
There is no reason to buy this game with the likes of *Joe Montana Football* already out. This is a crinkly attempt that doesn't contain any credible atmosphere. 60%

GREAT GOLF
SEGA £24.99
There is no reason to buy this game with the likes of *Leaderboard* already out. This is a crinkly attempt that doesn't contain any atmosphere. 63%

GREAT ICE HOCKEY
SEGA £29.99
Ice hockey simulation that, in its day, proved to be quite a success. Unfortunately, it needs the Sega Sports Pad controller to play. 50%

GREAT VOLLEYBALL
SEGA £24.99
The sprites are far too small to make this even remotely enjoyable. Presentation is grotty, not doing anything for the great sport. Too old to crack it with the big boys. 55%

H

HANG-ON
SEGA £9.99
How can you resist this little beauty for just under a tenner? It's fairly quick, and not too jerky when weaving in and out. Not brilliant but excellent value for those on a budget. 78%

HEAVYWEIGHT CHAMP
SEGA £24.99
Also known as *George Foreman's KO Boxing*, this does well in that the opposition put up a good fight. Much better on the Game Gear. 69%

HEROES OF THE LANCE
US GOLD £34.99
This is very slow and monotonous. Plenty of characters to play with but even with the combat scenes boring, there's not much hope. 68%

HOME ALONE
SEGA £29.99
Bouncing around different houses, avoiding crooks and picking up items is the general idea in *Home Alone*. Each level has a nice variety of bright and colourful graphics, but the time allocated to search a house is far too short. 63%

I

IMPOSSIBLE MISSION
US GOLD £29.99
An excellent conversion packed with everything from the original, even the speech. The animation is second to none. Superbly addictive and great gameplay. 90%

INDIANA JONES 3
US GOLD £34.99
Very, very frustrating. Not only is it hard, with restart points, but the collision detection is also suss. Still, the graphics are encouraging. 80%

J

JAMES BOND
DOMARK £32.99
Not many sultry temptresses to be found here, but there are some excellent graphics and nice music. Let down ever so slightly by it's shallow gameplay. 78%

JAMES POND II
US GOLD £29.99
This platform adventure is very much like a shortened *Super Mario World* with each level carrying a colourful toy theme that's achieved by outstanding graphics. 92%

JOE MONTANA FOOTBALL
SEGA £29.99
If only it wasn't so blinking easy, it would keep you playing for ages. There are tons of moves plus Joe's recommendations. Overhead side-view works well. 78%

JUNGLE FIGHTER
SEGA £29.99
Scrolling sword-fighting game that becomes very addictive. Unfortunately, it's not very difficult and shouldn't take long to complete. 58%

K

KENSEIDEN
SEGA £29.99
While there's no doubting the size of *Kenseiden*, it suffers from being very predictable and easy in parts. A large but overly simple beat-'em-up that fails to please. 54%

KLAX
TENGEN £29.99
Doesn't quite come up to scratch. The graphics aren't bad, but the sound is lacking and the colours blur rather badly. Still addictive and quite playable, though. 73%

KRUSTY'S FUN HOUSE
ACCLAIM £32.99
Krusty provides us with a very colourful and challenging platform adventure in which rats have to be led into traps maned by The Simpson family. 84%

KUNG FU KID
SEGA £24.99
You are blessed with a talisman that gives you supernatural strength and powers. Kung fu games are nothing new and this just continues the line of mediocrity. 60%

L

LASER GHOST
SEGA £14.99
One of the better Phaser games, this can also by played just as effectively with the joypad. There are great statics and backgrounds. 84%

LAND OF ILLUSION
SEGA £29.99
A brilliant sequel to *Castle of Illusion*. This is one of the best platform games around and should take pride of place in any Master System owner's collection. A cutesy fun adventure for all the family! 92%

LEMMINGS
SEGA £27.99
Guide cute-and-cuddly characters through lots of stages of maze and puzzle madness. Simply brilliant graphics which go along with the game's simplicity. 89%

LINE OF FIRE
SEGA £29.99
Impressive vertical shoot-'em-up, lacking two-player mode. Detailed guardians and decent backdrops. More mindless, but thoroughly enjoyable entertainment. 82%

LORD OF THE SWORD
SEGA £29.99
This arcade adventure contains some great character sprites, but the backgrounds get a little unoriginal. Enjoyable, but simple. 80%

THE LUCKY DIME CAPER
SEGA £24.99
Donald's first excursion onto MS is amongst the best games around. The graphics are superb. Best of all, it's mega-tough, addictive and is excellent value. 94%

M

MARBLE MADNESS
VIRGIN £29.99
Everything looks great and moves smoothly, but the time limit is pretty easy to beat. A very accurate conversion, though. 88%

MARKSMAN SHOOTING
SEGA £9.99
One of a limited amount of software released for the Light Phaser. Simple and fun to play, but *Safari Hunt* is far better. 43%

MASTER OF DARKNESS
SEGA £29.99
As chief vampire-blaster, it's up to you to rid Victorian London of vampires. A good platform game that should keep fans happy for quite a while. 80%

MAZE HUNTER 3-D
SEGA £19.99
Not exactly superb, but there's plenty of incentive to get going as tons of little sprites chase you round a maze. Quite big, but pretty easy. 72%

MERCS
SEGA £9.99
This has got to be one of the easiest games on the MS. It's a pity because there are some good graphics and the gameplay is fun. 73%

MIRACLE WARRIORS
SEGA £32.99
This RPG is surprisingly rather good. Controlled via menus that takes time. The graphics are good and the challenge high. 82%

MISSILE DEFENCE 3-D
SEGA £19.99
This is a grim old game. You'll need your 3-D glasses, but you won't miss much without them. Very repetitive and requires absolutely no talent. 46%

MONOPOLY
SEGA £29.99
Poor value for money. You could buy the Monopoly Deluxe table-top for less and it would still be more fun. It's accurate, but what's the point? 79%

MOONWALKER
SEGA £29.99
Luckily, the game is much better than the film, with attractive graphics and decent sound. 85%

MORTAL KOMBAT
ACCLAIM £34.99
A very good attempt at creating the blood'n'guts that were emphasised so well on the MD. There are only two backgrounds, but the fights are very playable and the difficulty is harder than on the MD. 93%

MS PACMAN
TENGEN £29.99
Even though this is a very accurate conversion of the Atari arcade machine, it doesn't quite hit the mark. Two-player is fun, but all too dated and it shows. 72%

MY HERO
SEGA £17.99
This game looks dreadful. It's a really simple beat-'em-up and not very taxing. If you're the school bully type, you'll love it. 64%

N

NEW ZEALAND STORY
TECMAGIK £34.99
It's fantastic! Excellent graphics, 12 tunes to keep your ear-drums satisfied and all the platform madness you could wish for, but it's very hard. 88%

THE NINJA
SEGA £9.99
For just a tenner you can have this bargain bonanza of Samurai-swarmed forest awaiting your body-blowing talents. Poor graphics though. 75%

NINJA GAIDEN
SEGA £32.99
One of the best beat-'em-ups. Compelling gameplay and good animation make this a ninja classic. Spot-on difficulty level makes it ideal for young or old. 90%

O

OLYMPIC GOLD
US GOLD £34.99
Seven events comprise this mammoth piece of sporting software. No event would survive by itself, but the finishing holds it all together. 80%

OPERATION WOLF
TAITO £14.99
The old Phaser gun should have come into its own but the light detection isn't too hot. Neat backdrops, although the flickery scrolling is annoying. 73%

OUT RUN
SEGA £29.99
There just isn't the feeling of speed in this coin-op. Graphics are kept to a minimum and are very simplistic. 3-D specs version available at the same price. 73%

OUT RUN 3-D
SEGA £29.99
Keeps to the original formula of *Out Run*, but it is in 3-D! This has to be the best 3-D game available on the MS to date, which isn't saying much. 83%

OUT RUN EUROPA
US GOLD £29.99
This European interpretation of *Out Run* comprises more vehicles and a longer route. It also tags on a more plausible storyline. Refreshingly good racing fun. 90%

P

PAC-MANIA
TECMAGIK £34.99
An excellent interpretation, but £35 for such an old concept is asking a bit much. If you don't mind splashing out, you won't be disappointed. 88%

PAPERBOY
TENGEN £29.99
Emulates the coin-op but looks a bit old now. Above all, though, it's very playable and is sure to challenge your skills well into the morning run. 81%

PARLOUR GAMES
SEGA £9.99
Compilations of games on cart should always be treated with trepidation. An average simulation of pub games, such as eight-ball etc, all simply designed. 50%

PENGUIN LAND
SEGA £29.99

ECCO THE DOLPHIN
SEGA £32.99
We didn't think that Sega would release this on the 8-bit, but it's due to appear next month! Obviously there won't be as many levels as the MD version, but it should be outstanding anyway. NR

FANTASTIC DIZZY
CODEMASTERS £32.99
Dizzy is a hard boiled egg with attitude! The evil wizard Zaks has taken over his kingdom and has turned all the animals into Dizzy's enemies. Help Dizzy restore the kingdom back to its peaceful self.
92%

JUNGLE BOOK
VIRGIN £32.99
Although the Mega Drive release date has slipped into next year, this is looking very healthy. A cute platform adventure that takes many elements from the original cartoon. NR

JURASSIC PARK
SEGA £32.99
Aaah! Tyrannosaurus Rex is on the loose and is looking for dinner. Make sure you're not on the menu by destroying all the dinos in the park! NR

MICRO MACHINES
CODEMASTERS £32.99
You know the story by now! Choose your miniature remote control car and pit your wits against the other drivers. All the tracks are based in a different room of a house, so the obstacles are bizarre to say the least! NR

PGA TOUR GOLF
TENGEN £32.99
PGA is something of a classic on the Mega Drive, even though it's fairly old now. It finally makes its way on to the 8-bit this month, but will it be worth the wait? 90%

ROAD RUNNER
SEGA £32.99
Wile Coyote has been trying to capture Road Runner for years, but so far the bird has been far too slippery. However, this time Wile is back with more dastardly tricks than ever. NR

ZOOL
Virgin £39.99
Zool is a cute alien from the Nth dimension. His mission is to crush the force of non-imagination before it takes over the galaxy. NR

BARTMAN
Acclaim £29.99
The ubiquitous Bart Simpson takes no prisoners in this game of the TV series, comic strip, T-Shirt and so on. Watch out for it. NR

The penguins are particularly well-drawn, but the backgrounds very simply constructed. Controlling the penguin is great fun and there's a nice feel to the game. 77%



PGA TOUR GOLF
TENGEN £27.99
A superb recreation of the famous golfing tournament for the MS. Plenty of effort has gone into the tournament structure with fine graphics and realistic stats. 90%

PHANTASY STAR
SEGA £39.99
It may be a stonking 40 quid, but this is one game where you'll certainly get value for money. This huge cart even comes with a battery back-up, which is lucky because you'll be coming back to this over and over. 94%

PIT-FIGHTER
DOMARK £29.99
A repetitive two-player fighting game which soon becomes very shallow. The teeny-weeny sprites are ridiculously small and may prove annoying. 75%

POPULOUS
TECMAGIK £34.99
A game that you'll either love or hate. This is very accurate to the original, but about TEN times as big. If you're a fan, you'll love this mind-bender. 88%

POSEIDON WARS 3-D
SEGA £19.99
Worth a look if you have the glasses. You have to clear waters teaming with enemy boats etc. Very simple stuff and not worth bothering about really. 34%

POWER STRIKE
SEGA £24.99
An excellent environmentally-friendly shoot-'em-up. The graphics are top-notch and scroll smoothly. A great blaster. 82%

POWER STRIKE II
SEGA £29.99
A great shoot-'em-up with plenty of power and destruction as you wipe out wave after wave of enemy attacks. Backgrounds are full of colour and action with sprites being detailed and well presented. 89%

PRO WRESTLING
SEGA £24.99
All the razzmatazz of all-American wrestling is valiantly attempted, but the overall impression is that it's been skimped on in all departments. 56%

PREDATOR 2
ARENA £32.99
Jerky scrolling, a high difficulty level, boring gameplay and poor sound. The poorest version of a reasonable game. Yawn! 46%

PRINCE OF PERSIA
DOMARK £29.99
Packed with 14 massive levels and amazing animation, this is an essential MS purchase. With its simple controls, it's very easy to pick up and extremely addictive. 94%

PSYCHIC WORLD
SEGA £14.99
Only the graphics save this dreadfully boring and unplayable game. The mix of arcade and strategy might have worked if it wasn't so pointless. 48%

PSYCHO FOX
SEGA £29.99
This has taken the best attributes from other arcade adventures. The main character, Mr Fox, is almost as cheeky as Sonic himself. Very good as an alternative to *Sonic*. 88%

PUTT 'N PUTTER GOLF
SEGA £32.99
A brilliant two-player crazy golf game that originally appeared on the Amiga. Excellent graphics and cheerful sound effects. 86%

Q

QUARTET
SEGA £24.99
Warning: despite its name, this cart is not four games in one. In fact, it's one fairly unimpressive try at a platform shoot-'em-up. 25%

R

RAINBOW ISLANDS
SEGA £29.99
A highly cutesy follow-up to the very cutesy *Bubble Bobble*. Bright, cheerful and fun throughout, but doesn't quite come up to scratch as it's too easy. 79%

RAMBO III
SEGA £29.99
Despite the limitations of this being a Phaser-based product, it is remarkably playable. Challenging, but the addiction only lasts for weeks. 77%

RAMPAGE
SEGA £29.99
Everyone has a destructive nature in them somewhere. You control one or two gorillas who must smash up apartment blocks. Simple, but very good action. 85%

RAMPART
TENGEN £29.99
A truly addictive game that is simple really; build a castle, decide where you want your cannons and then decimate your enemy! 81%

RASTAN SAGA
SEGA £29.99
Hac'n'slash romp through many varying landscapes, but this is one of the best games of its type. Polished and you won't be completing it in the first week. 88%

RC GRAND PRIX
SEGA £29.99
Multi-player action that will fail to excite race fans. Luckily, the graphics are interesting, but why do Sega slap their name all over the hoardings? 59%

RENEGADE
SEGA £29.99
After a clutch of superior beat-'em-ups hitting the Master System, this attempt looks decidedly weak and offers nothing new or classy. 47%

RESCUE MISSION
SEGA £9.99
Protect medical supplies that are being distributed to the troops. The graphics are great and the gameplay's spot on. Got a Phaser? Got a tenner? Get this! 90%

ROCKY
SEGA £29.99
Surprise, surprise, this is a boxing simulation. Poor graphics and terrible animation result in a dire game. 32%

R-TYPE
SEGA £14.99
This is arguably the greatest shoot-'em-up to ever grace the MS. It is – bar the odd graphic deficiency – a totally accurate conversion of Irem's smash hit. Everything is great. Go for it – you won't lose out! 94%

RUNNING BATTLE
SEGA £14.99
Sadly, this ain't a good beat-'em-up. Everything is so slow and even the colourful non-flicker graphics can't enhance this poor try. 44%

S

SAFARI HUNT
SEGA £29.99
Originally included in the early MS packages for use with the Light Phaser. Perhaps the best cart available for target practise on the screen, but very rare these days. 63%

SAGAIA
SEGA £9.99
What a grim affair this horizontal shoot-'em-up is. Its main problem lies in the dodgy collision and flickery graphics. But the game is far too easy for almost any player. 43%

SPECIAL CRIMINAL INVESTIGATION
SEGA £29.99
This *Chase HQ* sequel has poor graphics and dodgy controls. Full of action, but easy-peasy for anyone except real beginners. 54%

SCRAMBLE SPIRITS
SEGA £29.99
Little more than a vertically scrolling shoot-'em-up and a pretty poor one at that. With such a choice, you could find better. 44%

SECRET COMMAND
SEGA £12.99
This is very close to the Capcom Commando coin-op; it's even based in a jungle with huts and everything. Essential for any self-respecting shooter. 85%

SEGA CHESS
SEGA £14.99
Functional graphics and some poor speech may put some grand masters off, but stick with it and you will find a supreme chess sim. 83%

SHADOW DANCER
SEGA £32.99
Suffers from flickery graphics and bad response rate, but there are pleasing effects such as the full screen magic and the lightning quick dog. 69%

SHADOW OF THE BEAST
TECMAGIK £29.99
Despite the obvious limitations of the MS, Tecmagik have done the business on this version of *Beast*. Superb visuals, excellent mood music and even some improved gameplay make it hot property! 90%

SHANGHAI
SEGA £24.99
One of the most addictive and mind-bending puzzle games around. You'll be confused at first, but your efforts will be well rewarded. 85%

SHINOBI
SEGA £14.99
There's nothing too spectacular about this beat-'em-up. There are only five simplistic levels with stranded kids and that should easily be a doddle for most players. 79%

SHOOTING GALLERY
SEGA £24.99
This is highly over-priced. Only four simple rounds of shooting various targets. Much better with a few players, so grab the family and gather round. 70%

SHOOTING GAMES
SEGA £24.99
Hone your light gun skills with three varying types of game – marksman shooting, trap shooting and safari hunt. Excellent value. 72%

SLAP SHOT
SEGA £29.99
Like its MD counterpart, *EA Hockey*, *Slap Shot* is easy to get into and has all the added extras like brawling and dodgy umpiring. Don't worry if you don't like the real thing, this is pretty manic. 76%

SONIC THE HEDGEHOG
SEGA £29.99
Totally excellent conversion proving that the MS can retain some originality. Sharing many of the characteristics of the MD version, this mini-arcade adventure is super-fast and instantly compelling. 92%

SONIC THE HEDGEHOG 2
SEGA £32.99
A fantastic version of the most famous game in the world, but it's bugged. *Sonic 2* is simply the best game on the MS, but don't be too disappointed when Tails doesn't appear. 95%

SPACE GUN
SEGA £29.99
If you're a dab hand with the Phaser, this title should bring a smile to your face. Not the best shooter so far, but reasonably good graphics. 56%

SPACE HARRIER
SEGA £14.99
There's no way of restarting or continuing on any of the 18 levels – even arcade players will be tested here. An accurate and playable conversion. Available in a dreadful 3-D version for a tenner less. 84%

SPEEDBALL 2
VIRGIN £29.99
Jump into the future and play a vicious game of handball. The graphics are superb and the playability still as great as ever. 89%

SPELLCASTER
SEGA £14.99
One of the greatest and toughest RPGs on the MS, ranking almost as good as *Phantasy Star*. The vast adventure will take you underground, through space and time and even to the land of the dead. 90%

SPIDER-MAN
SEGA £29.99
Doesn't have the playability. It's very tedious bashing enemies, but there's a compelling storyline. Credible cartoon beat-'em-up. 80%

SPORTS PAD FOOTBALL
SEGA £29.99
Another sports simulation which relies on the defunct Sega Sports Pad. A good footy sim , but the control pad may prove impossible to find. 64%

SPY VS SPY
SEGA £17.99
The stars of MAD magazine retain their appeal and the game has one player sniggering when the other walks into his traps. Great. 90%

STAR WARS
US GOLD £32.99
This conversion from the classic film features five absorbing and fast levels of shoot-'em-up platform action where you must rescue the prisoners and chase the mighty Darth Vader! 89%

STRIDER
SEGA £14.99
The graphics and sound are as expected, but the main character is very sluggish, especially in jumps. Dubious long-term appeal. 79%

STRIDER II
US GOLD £29.99
Very similar to the original *Strider* in that the main character is a tad slow, but it's challenging. Run-of-the-mill graphics and little to inspire. 75%

STREETS OF RAGE
SEGA £29.99
This has been excellently converted to fit into the 4Mbit cart and could have been the best beat-'em-up on the Master System, but without a two-player option it's debatable. 89%

SUBMARINE ATTACK
SEGA £29.99
You take charge of a submarine and progress through the seaworld, while shooting anything that moves. It's like a poor water-bound *R-Type* . 68%

SUMMER GAMES
SEGA £29.99
This is a real disappointment. The graphics are hopeless; the sprites small and terribly animated and the backgrounds contain no detail. Give it a miss. 40%

SUPER OFF ROAD
VIRGIN £29.99
Each of the 12 dirt tracks increase in difficulty to provide the stage for some absorbing bumper-to-bumper, rough and tumble fun. Sprites are a little shoddy, but the speed compensates for this. 84%

SUPER KICK OFF
US GOLD £29.99
All the features, bar the all-important playability. The action slows down with three or more players on-screen which is a bit of a shame. 80%

SUPERMAN
VIRGIN £32.99
An atmospheric platformer that suits our superhero down to the ground. Each level contains a variety of well drawn backgrounds and impressive sprite animation. 78%

SUPER MONACO GP
SEGA £29.99
A simultaneous split-screen two-player mode makes for bad graphics. A poor atmosphere is created by flimsy backgrounds and unrealistic animation. 68%

SUPER MONACO GP II
SEGA £34.99
A useless motor racing simulation which fails to create any kind of enthusiasm. The graphics are dire and the whole game should be avoided at all costs. 21%

SUPER REAL BASKETBALL
SEGA £24.99
Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. 85%

SUPER SMASH TV
ACCLAIM £29.99
A long awaited conversion which is nothing more than average. Repetitive flicker, sound and gameplay all rolled into one – and it's too hard. 65%

SUPER SPACE INVADERS
DOMARK £32.99
Original waves and a sensational simultaneous two-player option set this above any clone. 82%

SUPER TENNIS
SEGA £9.99
This price of this keeps dropping! The graphics are childish, the sound appalling and it completely fails to capture any of the sport's fun. 29%

T

TAZ-MANIA
SEGA £29.99
The graphics are bright and the atmosphere is perfect. Take control of Taz and guide him through level after level of classy platform action. Accurate cartoon conversion. 81%

TECMO WORLD CUP '93
SEGA £29.99
Very different from the arcade, but still plays well on the MS. Fast and furious action from start to finish, but it isn't the best and is a poor release. 69%

TEDDY BOY
SEGA £9.99
Simple in concept, but superbly implemented and subsequently very addictive and playable. However, be warned it's a very cute platform game that may make you sick. 70%

TENNIS ACE
SEGA £14.99
Forget *Super Tennis*. There's a great side-on close-up of the server and the view down onto the court works well. Tennis fans should apply here for the next tourney. 83%

THE TERMINATOR
SEGA £34.99
Although only a measly four levels, this game is packed with direct scenes from the film ensuring all Arnie fans will be happy It's just about as tough as the man himself and won't be completed in a hurry. 90%

THUNDER BLADE
SEGA £14.99
There's a great game here just waiting to burst out. However, even the decent graphics can't hide that it has some dodgy collision detection and that alone shortens its appeal. 65%

TIME SOLDIERS
SEGA £29.99



The coin-op was based was a fairly torrid affair. More time is spent running from enemies than fighting them and this gets very tedious. 36%

TOM AND JERRY
SEGA £29.99
You're likely to finish this cartoon adventure far too quickly. 2Mbits worth of pleasant to look at platform comedy, but it won't be for long. 74%

TRANSBOT
SEGA £9.99
Oh dear! It has all the usual elements; shoot-'em-up, based in a post nuclear world and invading aliens, but it's so badly programmed that *Transbot* is pretty awful. 26%

TRAP SHOOTING
SEGA £29.99
As the title suggests, this is a clay pigeon shooting sim. Not exactly wonderful to play, but the well-animated targets can prove fun to hit. Limited appeal. 45%

TRIVIAL PURSUIT
DOMARK £29.99
This game is ideal for a large group to play, but not for soloists. Cheerful graphics and a comical cartoony presenter with potentially tough questions. 81%

U

ULTIMA IV
SEGA £39.99
If you like RPGs such as *Phantasy Star* and *SpellCaster*, then you should have this in your collection. It's vast, challenging and it comes with a great manual and map. 92%

ULTIMATE SOCCER
SEGA £29.99
Plenty of options and challenging competitions make this a well put together footy sim that has good graphics and addictive gameplay. 84%

V

VIGILANTE
SEGA £29.99
This coin-op conversion is a very simple beat-'em-up, but worthy of praise for the sheer enjoyment, but the game is simplified slightly in its translation. 77%

W

WWF: STEEL CAGE
ACCLAIM £32.99
Wrestling isn't the best sport in the world, but the WWF superstars seem to have made it seem so. This is a very plausible attempt to re-create the action. 79%

WANTED
SEGA £24.99
Rootin' tootin' varmint-blowing Phaser fun as you are appointed sheriff of the town and told to clean up the place. You might even enjoy it and the extra controls are welcomed! 78%

WIMBLEDON
SEGA £14.99
Centre court has never been so good on the MS. Realistic graphics and superb animationis made even better by super-fast play. This is a tennis sim of the highest standard. 90%

WOLFCHILD
VIRGIN £29.99
A very ordinary, run-of-the-mill platformer where you shoot the bad guys and collect hearts for power. Everything about this release is average and a little dull. 72%

WONDER BOY
SEGA £24.99
This still holds much appeal for many arcade adventurers. Sadly, everything – all the graphics, sound effects, etc – are very dated now. 81%

WONDER BOY IN MONSTERLAND
SEGA £29.99
The Boy's second outing continues the challenging gameplay. You've 12 levels to progress through and the action is constantly fast and the baddies furious. Buy it, play it, and you won't regret it. Honest. 89%

WONDER BOY IN MONSTERWORLD
SEGA £29.99
An all round stunner! Huge game area, great graphics and a few puzzles thrown in for good measure. Can you do without this one? 90%

WONDER BOY III: DRAGON'S TRAP
SEGA £29.99
If you like the others, you'll go wild over the third outing which is the best by miles. You must again hack your way along the path, but you are helped out by shops, that sell weapons, along the route. A great arcade adventure without hedgehogs or ducks. Now that has to be worth something! 93%

WOODY POP
SEGA £19.99
This may be hard to get hold of as it uses the Paddle Control, which is no longer available. Cutesy graphics, but that's about it. 47%

WORLD CLASS LEADER BOARD
US GOLD £29.99
A quality golf sim with all the bells and whistles. All you need for a round or two, including a full set of clubs, hazards galore and masses of playability. 83%

WORLD CUP ITALIA 90
SEGA £24.99
It's a lot easier to control the ball in this than *Kick Off*, but ultimately you feel more like you're playing a table-top pub game than the real thing. 77%

WORLD GAMES
SEGA £24.99
This old chestnut is definitely middle-of-the-road software. None of the games are truly bad, but none stand out as worth much play. 65%

WORLD GRAND PRIX
SEGA £12.99
This has the basic element – cars – but fails to have the other important things, like decent graphics, sound and opponents. 70%

WORLD TOURNAMENT GOLF
SEGA £32.99
Thankfully, this golfing sim comes across fairly well on the MS. There are many different competitions to enter and the controls are very easy to master. 75%

WORLD SOCCER
SEGA £24.99
A horizontally scrolling footer. The players are bigger than in most games, but the odd perspective makes it hard to direct the ball. 63%

X

XENON II
VIRGIN £29.99
You'll have great difficulty telling the difference between the 16-bit original and this version. Great stuff, but there are some dodgy collisions. 85%

Y

Y'S: THE VANISHED OMENS
SEGA £32.99
An excellent RPG, but doesn't have the playability of *Ultima*, *Phantasy Star* and *SpellCaster*. Even so, it's a real puzzler. 84%

Z

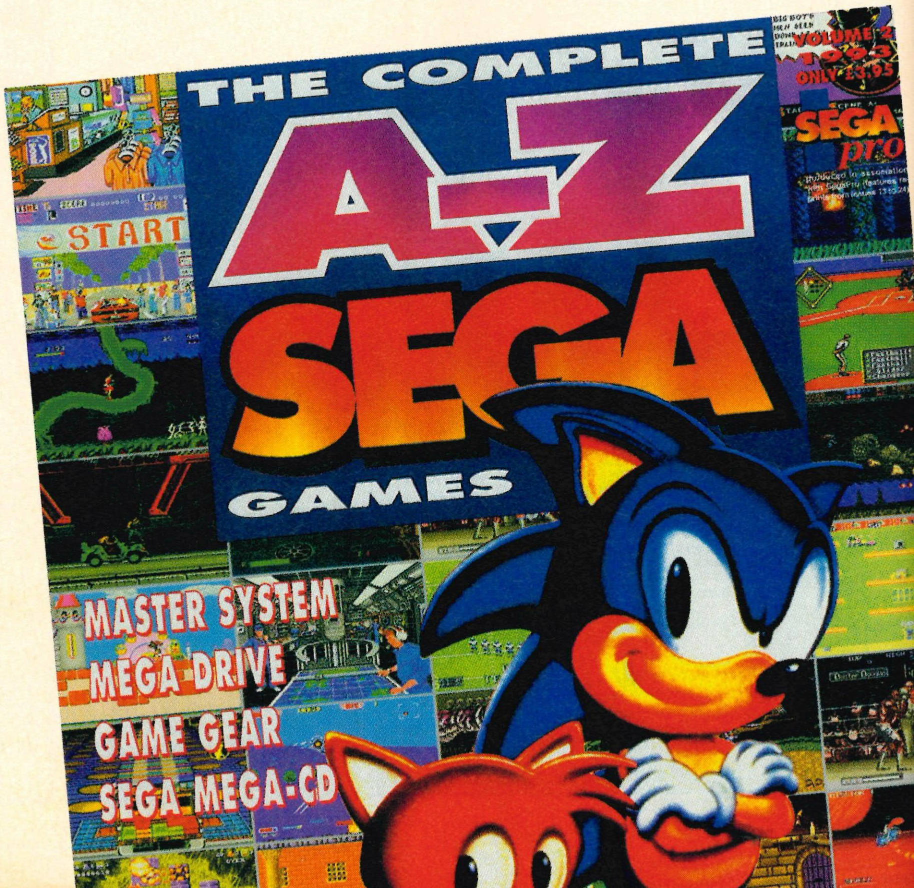
ZAXXON 3-D
SEGA £19.99
Great in the arcades, but not here. The graphics are appalling, the sound irritating and the gameplay unrecognisable. 42%

ZILLION
SEGA £24.99
The Norsa forces are expanding and you must blow them up. Some great statics and a decent storyline help create an involving atmosphere. 67%

ZILLION II
SEGA £24.99
Identical to the original, with the evil Baron Ricks up to his old tricks. He's captured your friends and you must help them soon. Gripping stuff. 67%

Who knows, after you've managed to find a game that suits you might get a mention on the hallowed page next-door. Only the best reach ProScores.

The Complete
A-Z of sega
Games...
An authoritative
guide to every
sega game ever
released. Every
game fully
reviewed and rated.
Unmissable,
essential ,
comprehensive.
And it's coming
real soon...



PRO DATES — GAME GEAR

NOVEMBER

ASTERIX - THE GREAT RESCUE
SEGA £32.99
Game Gear titles usually have more in common with the Master System, but this release is downgraded from the Mega Drive version. Look out for some wild and wacky action. **NR**

CJ - ELEPHANT FUGITIVE
CODEMASTERS £27.99
CJ has been captured and placed in an English zoo. He doesn't like this too much, so plans his escape back to Africa. However, his adventure will take him through many different countries, each with its own dangers. **NR**

COOL SPOT
VIRGIN £27.99
Cool Spot finally appears on the Game Gear in November, bringing all of his coolness with him. If you like games with a laid back attitude, this could be for you. **NR**

DESERT STRIKE
DOMARK £27.99
You know the story. A familiar eastern madman has decided to take over the world. Unless you can stop him in your Comanche helicopter, he may just succeed. **NR**

FANTASTIC DIZZY
CODEMASTERS £27.99
Dizzy has been a star for some years, but he's only just made his way to Sega systems! His mission is to save the world from the evil wizard Zaks. **92%**

F1
DOMARK £27.99
Take your position in the toughest racing sim of the year. This promises to be the most realistic racing sim to hit the Game Gear, although the Master System version wasn't exactly ground-breaking. **RV**

GEAR WORKS
SONY £27.99
Developed by Sony, this will appear exclusively on the Game Gear. This is a highly strategic game, where the aim is to solve the puzzles presented on the screen. **NR**

JUNGLE BOOK
VIRGIN £27.99
If you've ever seen Jungle Book, you'll find much that is familiar in the game. Mowgli embarks on a fantastic adventure through the jungle, meeting all the animals. **NR**



Feeling miserable? don't think there are any games worth playing on your cute little Game Gear? SegaPro wouldn't hear of it. Here are some good ideas for what will and what won't while away those boring old hours on the bus, or (yawn) a dull day at school or in the office. Now, where did I put that cart?...

A

AERIAL ASSAULT
SEGA £25.00
Oh dear! A totally useless air-combat game to be avoided at all costs! Graphics offer nothing to the imagination and gameplay is virtually nonexistent. 42%

ANDRE AGASSI TENNIS
TECMAGIK £27.99
A poor tennis release with major flaws in the opponent's skill-level difference and sprite display. Without a gear-link as well, this just does not deliver the goods on the small screen. 48%

ALIEN 3
ARENA £27.99
All action platform game with superb graphics and atmospheric tunes. *Alien3* offers these impressive qualities and challenging gameplay to match. Ideal for beginners and experts. 88%

ALIEN SYNDROME
SIMS CO IMPORT
The conversion of a really old arcade has done the Game Gear proud. It's absolutely packed with content and features some of the most inspired guardians you'll ever see. 83%

ARIEL: THE LITTLE MERMAID
SEGA £24.99
Ariel may look the business but that's as far as it goes. A waste of a Disney licence and not much fun unless you're a beginner. 71%

AX-BATTLER
SEGA IMPORT
One of the stars of *Golden Axe* features in his own game. Be warned, this is a very Japanese-based RPG and nothing like the great *Golden Axe*. It's very unfriendly and poorly executed. 56%

B

BART VS THE SPACE MUTANTS
FLYING EDGE £29.99
Move out Mario, shift over Sonic, Bart and family are in town. This fine example of an arcade adventure pushes every part of the hand-held to its limits with super graphics, great sound and wicked gameplay. 92%

BATMAN RETURNS
SEGA £24.99
Eighteen stages of repetitively easy Batman playing. Too easy for even the beginner and completely disappointing as superb graphics go to waste. 65%

BATTER UP
SEGA £24.99
The control method is extremely quirky and the computer player seemingly unbeatable. Apart from that, it's a fair version of America's (and Japan's) favourite sport. 76%

THE BERLIN WALL
KANEKO IMPORT
Mega-colourful and crammed with cutesy bad guys and *Bubble Bobble* style graphics. Innovative guardians, a plethora of pops and jings and over 25 packed levels. 88%

BUSTER BALL
RIVERHILL IMPORT
Speedball is a game that's not out on GG, but *Buster Ball* goes some way to make up for this. Graphics are of high definition, however, there's very little content making the game quickly boring. 70%

C

CASTLE OF ILLUSION
SEGA £24.99
Everyone's favourite game is even better on the Game Gear with shrunken graphics that make Mickey look superb. Most of the rooms from other versions are here, making it an essential purchase. 93%

CHAKAN: THE FOREVER MAN
SEGA £24.99
Dark and atmospheric setting that didn't work as well on the MD as it does on the Gear. Simplistic play suits the Gear to a tee! Outstanding graphics and great sound! 90%

CHASE HQ
TAITO IMPORT
Basically *Out Run* with guns in a typical Miami Vice environment. Music is ultra grim, but the superb graphics and stupedous gameplay are fast and inviting. Pity this lacks content and is far too easy. 74%

THE CHESSMASTER
SEGA £27.99
Probably the best chess game available. Everything is packed into this cart, but it is still designed to appeal to both the novice and expert alike. 83%

CHUCK ROCK
SEGA £25.00
Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamesplayer. Challenging levels throughout and totally addictive. 87%

COLUMNS
SEGA £19.99
Very tough and challenging puzzle game in the style of *Tetris*. Excellent in one-player, but even better with two players linked up. Could become one of the all-time classic Sega games on any machine. 92%



COSMIC SPACEHEAD
CODEMASTERS £27.99
A superb portable interactive adventure that's as appealing and attractive as the *Dizzy* release. It's very colourful and the variety in gameplay is solid and addictive. 85%

CRASH DUMMIES
ACCLAIM £29.99
All that's here is a small compendium of very short and addictive stages that may interest the very young but at this price, I doubt it! 49%

CRYSTAL WARRIORS
SEGA £29.99
Fantasy RPG on the Game Gear at its best. Bright and clear graphics, although a tad small at times but very impressive overall. 79%

D

DEVILISH
SEGA £24.99
Far from original but it displays good graphics and scrolling. With little else to offer, it's a wise bet to avoid it, unless you enjoyed *Break-out* (!) 37%

DEFENDERS OF OASIS
SEGA £34.99
A great RPG, on a 4Mbit cart, and the first decent one of its kind. Battle scenes are superb and gameplay is very addictive. 88%

DOUBLE DRAGON
VIRGIN £27.99
A street fighting beat-'em-up where the idea of picking up baseball bats and kicking the baddies is just too dated and unoriginal. Gameplay is also far too slow and frustrating to bare. 45%

DRAGON CRYSTAL
SEGA £24.99
A very big game for such a small machine and well worth the attention of all RPG buffs. It's packed with loads of pick-ups and plenty of people to talk to. 80%

E

EVANDER HOLYFIELD BOXING
SEGA £24.99
Very realistic and provides a challenge for all abilities. Novel "invisible man" perspective is a nice touch. 84%



ECCO
SEGA £29.99
The aquatic softy swims onto the crystal screen in style with smooth underwater action and all the graphical quality and animation as found in the MD version. 92%

F

FACTORY PANIC
SEGA £24.99
Gorby is trying to distribute the goods from his Russian factories. Loads of elements try to stop you, making this one tough and enjoyable game. 86%

FANTASY ZONE
SEGA £19.99
Play this game with your sun-glasses on. The small screen and colours make this a real eye strain. But, that's what this shoot-'em-up's about – totally OTT. 86%

FANTASTIC DIZZY
CODEMASTERS £29.99
Even on the small screen Dizzy makes for a great portable adventure. The interactive cartoons are great fun to puzzle out and the sprites are graced with character and sparkle. 92%

FROGGER
SEGA £19.99
Frogger 's attraction is to see your friend get run over on his first couple of goes. After you are become familiar with the timing, it becomes very repetitive and simplistic. 75%

G

G-LOC
SEGA £24.99
G-LOC moves fast on the Game Gear, but so would any game if it had no graphics to shift around. Everything is far too simple to create any sort of atmosphere. 60%

GALAGA '91
NAMCOT IMPORT
A poor shoot-'em-up. The screen blurs too easily and the whole style of play rapidly repeats itself. By the time you reach level six, you've seen it all before. 63%

GALAGA 2
SEGA £27.99
Although playing that old classic *Space Invaders* may seem like fun, it's not that great if you're shelling out £27.99 for it. Enough said. 60%

GEORGE FOREMAN'S BOXING
ARENA £24.99
This sad boxing sim (also known as *Heavyweight Champ)* becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. 56%

GG ALESTE
COMPILE IMPORT
Halley Wars pails into insignificance against this ultimate blaster. Smooth scrolling, original and awesome guardians and ear-busting SFX make the whole *Aleste* experience one you will never forget. 92%

GLOBAL GLADIATORS
VIRGIN £27.99
The MC Kids, Mick and Mack, don't seem to have made an impressive appearance and the faults lie with the tricky controls. 58%

GRIFFIN
IMPORT
A brightly coloured shoot-'em-up, and a playable one too. Big sprites, statics of foxy young Japanese girls and addictive gameplay make this a great game. 86%

H

HALLEY WARS
SEGA £24.99
The action is fast and the weapons big, ensuring some excellent blasting action. The five levels are very different and each require special tactics to finish. 88%

HEAVYWEIGHT CHAMP
SEGA IMPORT
This sad boxing sim (also known as *George Foreman Boxing*) becomes incredibly repetitive. The graphics may look good but there's very bad animation here and the gameplay is even poorer. 56%

HOME ALONE
SEGA £27.99
Preventing the crooks from looting the neighbourhood can start off as fun, but you'll soon become tired of the limited action with only two crooks up against you. 42%

THE HUMANS
GAMETEK IMPORT
This above average puzzler may look the part, but it is lacking the playability that *Lemmings* offers. It's also frustrating. 75%

I

INDIANA JONES 3
SEGA £24.99
Exactly the same as the MS in terms of style and layout, but the graphics seem more detailed due to the closer perspective. Sound is atrocious and the game is tough. 78%

J

JAMES POND II
US GOLD £27.99
This is a terrific handheld adventure for anyone. Agent Robocod must travel through a factory where each level has its own theme. Backdrops and sprites are superbly drawn and gameplay is totally addictive. 90%

JOE MONTANA FOOTBALL
SEGA £24.99
Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. 85%

KINETIC CONNECTION
SEGA £24.99
Overly difficult puzzle game in which you have to re-arrange the pieces of a jigsaw.It's fun for a while but it ultimately drives you insane. 72%

KLAX
DOMARK £27.99
Klax has been described as "devastatingly addictive." 99 levels of brain-teasing, fast and furious block-building action will keep all GG players on their toes. 85%

KRUSTY'S FUN HOUSE
ACCLAIM £29.99
A good conversion that will hold the attention of Game Gear puzzle fanatics for quite a while, but it doesn't offer anything after completion. 77%

LAND OF ILLUSION
SEGA £29.99
It doesn't seem to matter which console Mickey appears on, he's always a success! This Game Gear version is no exception and carries on the high standard of previous Mickey episodes. 94%

LEMMINGS
SEGA £27.99
Take control of the Lemmings and save their skins with various constructive activities. Extra-ordinary graphics and a game which offers a real challenge. 88%

THE LUCKY DIME CAPER
SEGA £24.99
Cartoon capers with everybody's favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and there's even amazing music for each level. 93%

MAPPY
IMPORT
Jump around platforms collecting things. Not exactly original and not exactly good either. The graphics are really unimaginative and there's no playability. 50%

MARBLE MADNESS
DOMARK £24.99
The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult tiered platform maze. Graphically superb. 79%

MONSTER WORLD II
SEGA IMPORT
A marked improvement over the original hit. This direct conversion of the MS game is fun, challenging and it even includes a much-needed password system. 84%

MORTAL KOMBAT
ACCLAIM £34.99
The portable version of a classic arcade head-to-head completes a successful treble for Sega formats. Fighters are animated to high standards in a worthwhile arcade conversion. 91%

NINJA GAIDEN
SEGA £24.99
Gorgeous graphics and sprite animation combine with a variety of levels. If you find it too tough, dig out the import version – that includes a password system. 84%

OLYMPIC GOLD
US GOLD £27.99
Graphically superb, but failings in all other departments make this average. Control your athlete through numerous events with relative uneventful happenings. 79%

OUT RUN
SEGA £24.99
The classic racer loses nothing in translation to the small screen – except its difficulty. Even so, it's very exhilarating and miles better than *Super Monaco GP*. 77%

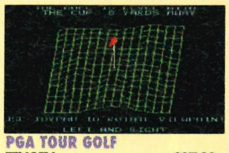
OUT RUN EUROPA
SEGA £19.99
The road racing saga lives on, but even with impressive details on the graphics and a few nice tunes, it will fail to impress the majority of games players. 64%

PAC-MAN
SEGA £24.99
What a great little game this is. Everything is just like in the coin-op – even the music brings back memories. Trouble is, after a while it soon wears off and boredom sets in. 66%

PAPERBOY
DOMARK £24.99
Die-hard *Paperboy* addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. 79%

PENGO
SEGA £19.99
This plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a gas.79%

POP BREAKER
IMPORT
Dodgy graphics and frustrating gameplay knock this back a little. Slow shoot-'em-up action that gets a little predictable after a while. 68%



PGA TOUR GOLF
TENGEN £27.99
This is one for a long journey as this portable game of golf will provide golfing fans with a worthwhile and well constructed interpretation of the PGA event. 85%

POPILS
DOMARK £24.99
Puzzle fans everywhere should own a copy of *Popils*. Totally cutesy graphics enhanced with reasonably good sound fx. Addictiveness is the key to Domark's first, but definitely not last, venture on the GG. 89%

PRINCE OF PERSIA
DOMARK £27.99
One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. 93%

PREDATOR 2
ACCLAIM £29.99
Avoid this if you possibly can as it is complete shovel-ware from the MS version, which wasn't too inspiring itself. Very disappointing. 38%

PSYCHIC WORLD
SEGA £24.99
Blimey, this is a truly awful game. It's one of those that actually makes you cringe as you play. Anyone who has bought this has our pity. 12%

PUTT AND PUTTER
SEGA £25.99
When this zany golf simulator was released, we were pleasantly surprised. Good scrolling effects and a wide range of options make it the best available. 85%

RASTAN SAGA
SEGA £24.99
Under-rated slash-'em-up adventure game that contains loads of locations and a variety of very tough opponents. The backgrounds and sprites are very smooth. A must-buy. 91%

RC GRAND PRIX
IMPORT £29.99
Even though many find radio controlled cars a great pastime, it doesn't seem to come across too well. This has all the right elements, but doesn't manage to keep your attention. 59%

SHINOBI
SEGA £24.99
Works well on the Game Gear, although it's a little short and will soon be completed by anyone who's played any of the series before. Still, it becomes very addictive. 84%

SHINOBI II
SEGA £27.99
Totally addictive gameplay with different routes to explore everywhere. Rescue your fellow ninja and find the Elemental Crystals to enter the final battle. It's addictive, but as with the first, it may be too easy. 90%

SKWEEK
SEGA IMPORT
Also known as *Slider* , it has colourful graphics that are a tad on the small size. All the addictiveness of *Klax* with 30 password levels. 82%

SLIDER
SEGA £24.99
Also known as *Skweek* , it has colourful graphics that are a tad on the small side. All the addictiveness of *Klax* with 30 password levels. 82%

SOLITAIRE POKER
SEGA £24.99
Yawnarama card game has nice sprites, but sound and gameplay soon become annoying. Novelty wears off, even the girl telling you how many levels you've got to go. 70%

SONIC THE HEDGEHOG
SEGA £29.99
Crystal clear, super fast graphics with original zones and guardians based on the MS version. Love him or loathe him, Sonic fits in your pocket in fine style. 91%

SONIC THE HEDGEHOG 2
SEGA £24.99
As with the original, this is better than on the other formats. Excellent scrolling and sprite animation proves Sonic can be improved, but its similarity could prove too much. A fantastic game in its own right. 95%

SPACE HARRIER
SEGA £24.99
The hit conversion has been ripped to shreds here. Jerky playability and blocky sub-standard graphics make this a shambolic affair. Oh dear. 71%

SPIDER-MAN
FLYING EDGE £24.99
Forget the Master System, Flying Edge have based this little beauty on the Mega Drive version. It's not only packed with cartoon story statics but also some enthralling gameplay over five massive stages. 92%

SPIDER-MAN 2
ACCLAIM £29.99
A slightly disappointing follow-up to the highly acclaimed original. However, it offers a considerable challenge and there is plenty to do. Spidey fans should be suitably impressed, but not amazed. 66%

STAR WARS
US GOLD £27.99
With a 4Mbit capacity, the graphics are above average for the small screen and the gameplay is completely absorbing and adventurous. A huge hit with any fan of the movie for sure. 90%

STREETS OF RAGE
SEGA £24.99
Furious beat-'em-up action at its finest. Two-player option included, but only two fighters to choose from. Graphics can prove a tad annoying at times, but the gameplay more than makes up for it. 89%



STREETS OF RAGE II
SEGA £29.99
A superb beat-'em-up that features an extra character and a host of graphical and audio attributes that put this in the same league as the classic MD hit. 88%

SUPERMAN
VIRGIN £27.99
Good old Superman has finally made his way on to the hand held and he's pretty good too! Novices may find this a little difficult, but at least it will keep you going for a while. 77%

SUPER GOLF
SIGMA IMPORT
Golfing made simple. Not as realistic as *Leaderboard* but just as much fun. Cartoon graphics, caddies with different personalities and colourful option screens make this a sim for the less serious golfer. 86%

SUPER KICK OFF
SEGA £29.99
The definitive footy game on the GG. Amazing playability makes the MS version blush with shame. Fast gameplay means frantic goal scrambles, but there is some speed blur. Totally excellent! 93%

SUPER MONACO GP
SEGA £19.99
While there's certainly speed, it lacks everything else – especially feel. The graphics are ultra simplistic, sound basic and gameplay very boring. 55%

SUPER MONACO GP II
SEGA £25.99
Nothing more than an average racing simulator. Top quality scrolling really works. Terrible sound effects and laborious backgrounds don't. Lost again, Ayrton. 71%

SUPER OFF ROAD RACER
VIRGIN £24.99
With eight stages of arcade racing madness, it is sure to be a hit. Thoroughly challenging and compelling from the word go. The graphics are as close to the original as possible. Highly recommended to all boy (or girl) racers. 90%

SUPER SMASH TV
FLYING EDGE £24.99
Remember the arcade game? Forget this then. Dire sprite animation and repetitively poor graphics totally ruin a good license. Just don't bother. 58%

TALESPIN
SEGA £24.99
Disney games are reknowned for their cartoony feel and this is no exception although it fails miserably in the gameplay stakes. 35%

TAZ-MANIA
SEGA £24.99
A fantastic platform game with tremendous variety in graphics and sound. There's a tough challenge set in the opening levels, but it's well worth persevering. 84%

TENGEN'S WORLD CUP SOCCER
DOMARK £27.99
Enjoy the thrills of a World Cup tournament on the small screen. With 24 countries, a management facility and a gear-link option, this is a highly addictive and playable soccer game. 85%

THE TERMINATOR
VIRGIN £27.99
One of the finest platform blasters ever to arrive. Superb sprite animation and totally challenging missions. A few gameplay quirks may prove annoying, but everything else is tops. 91%

TOM AND JERRY
SEGA £27.99
A cat and mouse chase in search of hidden treasure takes you through six action-packed levels. Plenty of traps and fun cartoon characters make this a highly enjoyable adventure. 80%



TERMINATOR II
ARENA £32.99
A mediocre release that tends to fall into the same category as many other film-based releases with standard platform action and only a reasonable adaptation of the movie plot. 71%



ULTIMATE SOCCER
SEGA £29.99
A playable soccer sim that has all the stats and option but fails to match the appeal of *World Cup Soccer*. Controls are fiddly and sprites are a little shoddy. 78%

VAMPIRE MASTER OF DARKNESS
SEGA £27.99
Victorian vampires are sweeping London like the plague. It's up to you to get rid of them! A real blood-sucking platform adventure, taking you through the heart of London in the grisly 1900s. 85%

VIKING CHILD (THE)
GAMETEK £19.99
Cuteness at its best. A platform adventure which offers a large amount of gameplay. Eight stages of immense fun coupled by totally creative backgrounds. 84%

WWF: STEEL CAGE CHALLENGE
ACCLAIM £29.99
The Gear is used to its full potential with this excellent take-off of the sport. The best wrestling game yet but obviously it won't appeal to everyone. 84%

WAGON LAND
NAMCOT IMPORT
Cute Japanese graphics with rather impressive additional features. Nothing more so than the weapon your user friendly frog fires. 66%

WIMBLEDON
SEGA £29.99
Struggling to see the ball is not the only problem with this version. The sprites aren't too impressive either. Alongside this, the difficulty is far too challenging. 48%

WOLFCHILD
VIRGIN £27.99
Like the MS version, this is really a basic platformer that lacks ideas and gets pulled down with dull and lifeless gameplay. Not one for the collection unfortunately. 59%

WONDER BOY
SEGA £19.99
This little foray adds fun to the normal arcade adventure. The great graphic and sonic effects combined with deep gameplay, make this a very addictive game. 84%

WONDER BOY: DRAGON'S TRAP
SEGA £19.99
Far from a wonderful episode in the series. A predictable scenario appears, including a cute main character and an in-depth arcade adventure. Okay in its own right but unoriginal. 75%

WOODY POP
SEGA £19.99
Break-Out games are two-a-penny nowadays. While this one doesn't take them to the Twilight Zone, it does add loads of neat graphics and smart gameplay features. 87%

WORLD CLASS LEADERBOARD
SEGA £24.99
Everything a golfer could want: clubs, courses and some crackly speech! Gameplay is limited and sometimes very slow, but two-player mode is appealing. 80%

Phew! After finding so many good games crammed into a small amount of memory, it makes you wonder what they could do with the larger formats if they tried.



MICRO MACHINES
CODEMASTERS £27.99

Speed your way around numerous tracks in this wacky racing game! Includes a special option where two players can play simultaneously on one Game Gear! NR

PGA TOUR GOLF
TENGEN £27.99

So far, there hasn't been a hugely successful golf title on the Game Gear. Tengen are hoping that this will be the release to take the spotlight and have ploughed lots of effort into the title. 85%

POWER STRIKE
SEGA £27.99

This has already been released on the Master System a while back. A young pilot seeks to take revenge on the pirates that blasted him out of the sky many years ago. NR



ROAD RUNNER
SEGA £27.99

Join Wile Coyote as he prepares to destroy Road Runner once and for all. Steer Road Runner clear of the traps, or he may end up as roast dinner. NR

SONIC CHAOS
SEGA £27.99

This features roughly the same action as previous Sonic adventures, with a few new touches thrown in. Sonic fans will love it, as will just about everyone. NR

STRIDER II
US GOLD £27.99

This finally wind its way on to the Gear in November, although rumour has it that it could slip further. Join Strider as he attempts to overcome the most evil of enemies. NR

ZOOL
VIRGIN £27.99

Zool is an intergalactic space traveller from the Nth dimension. One day his spaceship spins out of control and lands on an alien planet. Unfortunately, his arch enemies inhabit the planet, so Zool sets about destroying them.NR

● CONTACT

Gee. We get an Everest of mail every day so much so that a large part of our time is spent sorting it into the correct bundles.

Send all submissions to the proper department (see below) at:

SegaPro,
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth BH1 1NF.

PROTEST
The letters sent here are usually some silly git rabbiting on about how jealous they are of someone else, some poor guy needing help with their console and probably just about anyone who needs advice on console specific problems.

You can ask what games will be available or how to get in contact with a company but don't ask for game help (see ProHelp for that). The best letter AND the best ProDebate submission wins a SegaPro T-shirt but only witty, cheeky or lively submissions are even considered – you can't win a T-shirt by asking for some advice!

PRODEBATE
In addition to letters, we sometimes have ProDebates, which should be addressed like so: TV Debate, ProTest. Get your views into the open and state your case. SegaPro T-shirts are awarded if we consider a point to be particularly valid. If you want to start a debate, write in and let us know about it!

PROART
Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want it returned, don't forget to include a SAE and remember to always write your name, address and age on the back of your art. The best art sent each month wins a stupendously brill SegaPro T-shirt.

PROTIPS
There are so many types of tips which can be sent in. Action Replay codes, small cheats, small tips, part solutions, whole game guides and maps. Lots of carts and T-shirts are won every month! So, there you are! Get sending.

PROHELP
Our revitalised section is bigger and better than ever! If you're stuck on a level, can't kill the boss or are totally lost, drop the Pros a line with details of your problem.

PROSCORES
No prizes here but you get your high score branded around the country. If you supply a photograph, you can then show all your friends how clever you are .

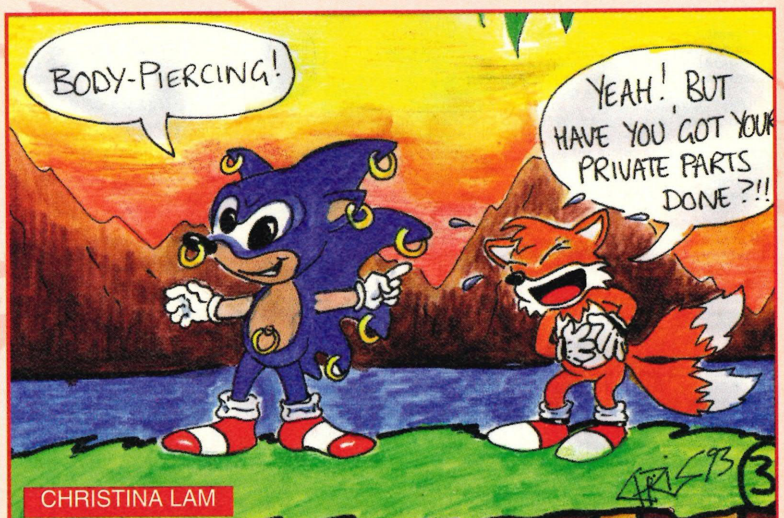
GAME OVER
If you have finished a game recently, why not tape it and if it's published, you could win a cart. When the Pros receive a Game Over, we pick out selected screenshots and add a witty storyline.

PROTEST

Does Dexter Fletcher go down well in your books? Are the latest Mega-CD releases going to bring life into that dust-bustin' piece of hardware? Do you have an opinion on the above or any other part of the video games industry? If you are an opinionated sort of person and want to express yourself within the pages of SegaPro's Protest section, send your letters to:

Protest, SegaPro, Paragon Publishing, 124 Old Christchurch Road, Bournemouth, BH1 1NF





CHRISTINA LAM

RPG MISERY
I'm writing to complain about the attitude of Sega Europe and Sega of America towards RPG fans. Why is it that they see us as a bunch of sad people who wear national health glasses, have spots and go train spotting? Why is it they won't release more RPG's like *Arcus 1 2 3*, *Illusion City*, *3X3 Eyes* and *Knight Gundam Story*? Instead, they continue to release the same old beat-'em-ups, shoot-'em-ups and platform adventures!

Now, you probably think that I play nothing else but RPG's but that's completely untrue as I like nothing more than beating the tar out of somebody on *Street Fighter II* at my local arcade.

All I want to see is more RPG's available and for Sega to lower their prices. By the way, you were right about *Shining Force* – it really is a good game and the ending literally blows you away!

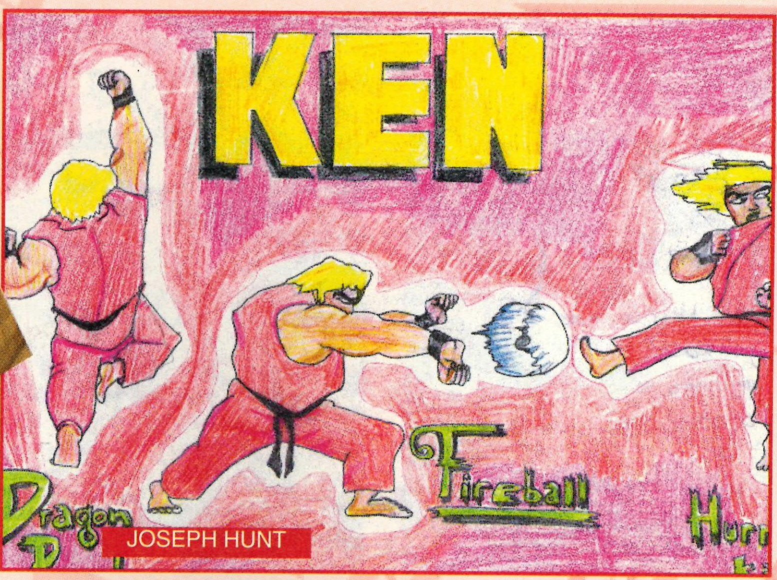
Jason Kinnison-Holmes, Runcorn

Yes, it is true that there aren't many RPG games available and we could do with a few more, but you have to look at the overall market and what software houses are producing. Most of the games that you mention have just this minute come onto the market in Japan and may yet be released officially.

RPG's are far from being the most popular type of game. The majority of Mega Drive owners are youngsters who prefer playing platform adventures and beat-'em-ups. In

GLYN KIRBY





JOSEPH HUNT

general it's older gamesters that enjoy a taxing RPG and adventure, but as the market for Role-Playing Games is smaller, they are considered less important.

Shining Force II is finished in Japan and should be released officially next year. Landstalker is due to be released during October.

FOOTBALL BLUES

After reading several rave reviews about *J. League Football Pro Striker* I tried to get hold of a copy. After phoning around 12 shops who were advertising the game, all I was told was that it was very hard to get hold of. I decided to phone one last shop and was delighted to find that they had it, great!

I asked "how much is it, please?" "It's 60 quid laddie," he replied, "and the SegaTap is 35 quid!" In no uncertain terms I told him where to stick his game. How can he charge these prices? I was prepared to pay about £45-50, but that's just taking the mick! The SegaTap is only worth £21.99, with the converter as well I'd have had to shell out about £100 for one game! Finally, Is *J. League Pro Striker* to be released officially?

Kevin Logue, Sheppey

Your not a happy chappy, are you. Hardly surprising really what with a) being treated like dirt by your importer and b) not being able to experience the thrill of playing this brilliant footy game! Yes, the prices you were quoted are way over the top; the complete set-up should cost you no more than £60. You could try phoning around the importers if you still don't have a copy, but there are plans for an official release some time next year.

CHEAPSKATE PUBLISHING?

I am thinking of starting up my own Sega magazine. Can you tell me the cheapest way of starting it up with full screen shots in the reviews? Can you also tell me how you get hold of new games to review? Do you write to the company or do they send you the games automatically? Please print this letter and I'll buy every copy of your great mag till I die!

Giles Dobson, Kent

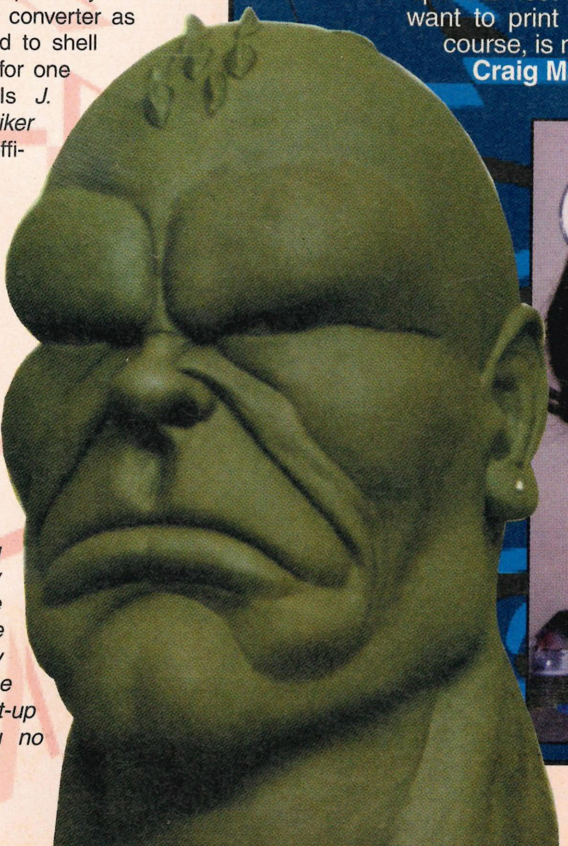
There's no cheap way of starting up a publishing company such as Paragon but if you're determined enough you will find a way. After much deliberation we decided that buying a PC with word-processing software and a printer would be a good start.

PageMaker for Windows on a cheap PC would help you create picture images, but if you want to obtain full-colour quality screen shots more sophisticated hardware and software would be needed. Let's just say it would cost a lot of money, exceeding tens of thousands of pounds for a

UGLY MASTERPIECE

I've made a sculpture of Goro from *Mortal Kombat* in a desperate attempt to win a t-shirt! It is sculpted in clay – with red wax eyes and acrylic hair – it's larger than a normal human head and I spent almost five days sculpting it. I hope you will want to print it in your excellent mag which, of course, is my favourite Sega magazine.

Craig Mansfield, Newcastle





Answering your questions is one of the most important jobs we do at SEGAPRO as we care about our readers. We wouldn't sleep at night if there was one solitary reader playing a Game Gear under the bedclothes unable to suss out why at 8:30 the power was cut-off.

In this section we aim to help anyone with a problem. If the family Mega Drive just isn't working properly, your Game Gear is constantly posing problems or you're after that elusive import game, this is the section to write to. Send your problem posers to:

Problems and Procures
SEGAPRO
Paragon Publishing
Durham House
124 Old Christchurch Road
Bournemouth
BH1 1NF

An anonymous reader from **Australia** would like to know when the Master System Action Replay will be available in Australia. He's seen it so many times advertised in SEGAPRO but can't buy it in Perth. Down-Under he's desperate for this magical cart and is just dying to get his hands on it!

If you're having problems getting hold of an Action Replay for your Master System,why not mail order through SEGAPRO. Our Super Savers section offers the latest Datel products at cut-down prices. Phone Karen on the Paragon number. As for the cheat cart reaching the shelves before Christmas, don't hold your breath!

Alex Lai who lives in **Shipley** sent us a strange letter. He wrote "I'm writing to tell you that the other day I was playing *Road Rash II* and I lost all my bike energ, but I managed to get back on my bike. Please tell me if this was a glitch or something I did."

Well we had a good laugh about this one and came up with the suggestion that your copy of *Road Rash II* has in fact been possessed. Take it to your local graveyard and when the moon is full shout "I won't use the superbike cheat any more, please forgive me!" at the top of your voice. If this fails it was either due to unfavourable atmospheric conditions or you might even have a faulty cart.

PROTEST!



EDWARD NORDEN

PROQUOTES

Once again here is a selection of the best, worst and most bizarre comments of the month!

Why don't Sega release a MegaDrive version of *Super Mario Bros. 2*?
Steve Gibbon, Manchester

After buying a multi-game cart for my Game Gear I feel I must complain. Two days later and my trusty hand-held was rendered useless. I took it back to the shop where I bought it but when I said that I'd used a multi-game cartridge they laughed and told me that my warranty was useless. Why is this?
John Smith, Langley

I would like you to be truly honest with me. Is Sega better than Nintendo?
Alias, Australia

On my first turn I got to the last level when the ninja in black pyjamas killed me!
Michael Tibbitts

I think the women in *Night Trap* are sexy but why is it rated with a 15 certificate?
Kirk Slangley, Bromwich

A Sega chooser makes a happy user.
The Joker

software and a printer would be a good start.

PageMaker for Windows on a cheap PC would help you create picture images, but if you want to obtain full-colour quality screen shots more sophisticated hardware and software would be needed. Let's just say it would cost a lot of money, exceeding tens of thousands of pounds for a start... and that's before printing costs!

BLASTER FROM THE PAST

Let me start by saying that I think your magazine is brilliant and I've bought almost every issue.

I have a fab Game Gear with loads of games, but not one shoot-'em-up! I've always loved the look of *GG Aleste* and I've been trying to buy it for about nine months, but not one company has the game in stock. I saw GG Aleste in the Pro's Top 100 and it was number eight in your recent GG Top 20. I love shooters of this kind, but I'm unsure if it's to be released officially. Can you please put me in the picture as to whether we're likely to see this on the shelves.
Alan Bradford, Hornchurch

You are quite right in saying that GG Aleste is not available officially. You're going to have a hard time tracking down a copy with local importers, as they've probably sold out. It would be a good idea to wait a little longer as GG Aleste 2, (featured in this month's Japan News) is due for release overseas. Reserve your copy now at an importer, eg Video Games Centre © (0202) 527314.

IMPORTED SURVEY

I am conducting a survey of TV's in Britain that are known to work with imported consoles. Will any SegaPro reader who has experience of using NTSC software with a PAL monitor please send a description of the results obtained together with details of monitor used, make, type, size, etc to:

Mr Pateman,
22 Kerry House,



JOHN BECKETT

Stephen Fry lives in **Horsham** and is puzzled by the standard of cartridge games. He has recently finished *Jungle Strike*, *Night Trap* and *Cobra Command* each within a matter of days and is hugely disappointed after spending hard-earned dosh on them. He poses the question "why are games easy?"

A regular problem among SegaPro readers is that they find games too easy. The best answer we can arrive at is the standard of games playing has risen considerably and there are people who are able to finish platform games, etc. within hours. There is, however, a majority of gamers who are unable to finish games this quickly and so a halfway setting must be decided on.

Console games are all about discovery and the thrill of them is being able to play as far as possible. If games were too difficult the majority of players would give up and not bother.

Games being relatively easy allows more people to play through them within, on average, a week or two. This is simply how it works but if you are finding too many games too easy why not advance to the RPG style games which test your brain as well as your games playing skills?.

Malcolm Titley of **Walsall** has asked for help with the instruction manual for the Mega Drive 2! According to the manual it says – Warning: still pictures or images may cause permanent damage to picture tube. Avoid repeated or extended use of video games on large screen televisions.

"Does this mean I cannot use the Mega Drive 2 on my television? If so, do I need to buy a monitor?"

Do not fret Malcolm, the instruction manual is merely stating that you shouldn't use a Mega Drive 2, or any other video games console for that matter, on a large-screen television. This refers to the special screens that use a means of projection to create the picture images.

If you were to use a games machine on one of these televisions and you left the game paused for any length of time, the tube may be damaged and a shadow picture will be burned onto the screen. Rest assured, you do not need to buy a monitor unless your television is of a similar type.

That's it for another issue but we'll be back once again to solve your problems with SegaPro's Procure next month.

MEGA GAMES

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ZAHARIL HAQUE

Windsor Street,
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Contributors can remain anonymous if they wish, but the inclusion of a stamped addressed envelope will enable a personalised reply to be sent based on the information supplied by other correspondents.

Kim Pateman, Coventry

No problem Kim. Surveys such as yours could be very interesting. Please send us a copy of the results and conclusions – you never know, we may even publish them.

MANY QUESTIONS

I have a few questions that I would like you to answer:

Why the new look? What was wrong with the old look as personally I hate the new front cover and small reviews? Will *Street Fighter II SCE* be bundled in with the MegaDrive 2? Which will be better *SF2SCE*, *Mortal Kombat*, *Fatal Fury* or *Eternal Champions*?

Lee Broderick, Liskeard

Aren't we an inquisitive young man and you expect us to answer you questions after slagging off our new issue! I'm sure the new look isn't to everybody's taste, but then again some people have none!

There was nothing wrong with the old look, we just felt that a new, modern styling to SegaPro was needed. As for the cover, I'm sure you'll have changed your mind since last month's stunning Aero the Acrobat and the short reviews introduction speaks for itself.

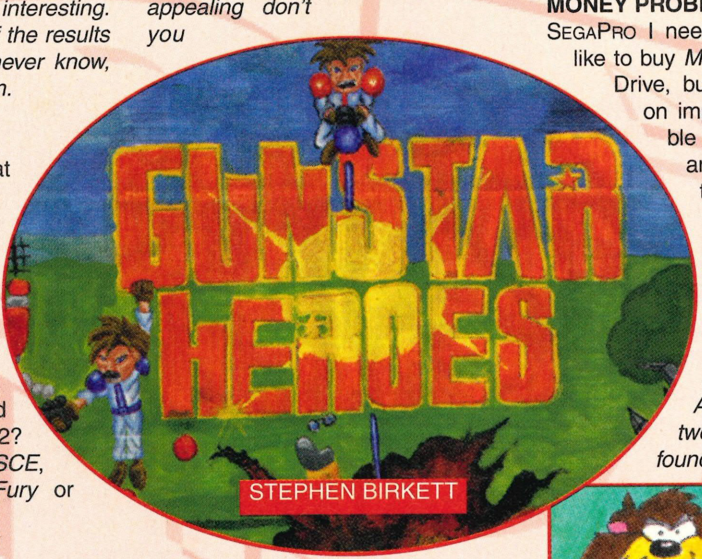
Street Fighter II SCE is a brilliant game which is probably going to outsell Mortal Kombat, but there are no plans to bundle it with the Mega Drive 2. Mortal Kombat is an excellent fighting game (a personal favourite) which is very different from SF2 SCE. It is going to be a matter of personal preference as to which is better, but SF2 SCE has been awarded a higher rating as you will have seen in last months SegaPro.

DUTCH PROBLEMS

I have a subscription on SegaPro and SegaXS directly from the UK and I buy my games in England or Jersey because the prices here are very high. Recently I bought a Mega-CD and I'd like to know if it's possible to play CDI discs, LaserDiscs or PC CD-ROM games? I called the Sega hotline in Holland, but they say that the Mega-CD is not available here and they can't help me. Please, help!

J Wuyts, Holland

The answer to all of your questions is... no! Only Mega-CD games, CDG (music and graphics) and audio CD's are compatible with Sega's Mega-CD. This may prove to be rather disappointing, but the fact that you can play music on the Mega-CD is rather appealing don't you think?



STEPHEN BIRKETT

ONLY JOKING

On TV I saw an interview of a new console called the CD-32 which was said to be even better than the Mega-CD. Do you know if the games are going to be the same as the original computer games but more advanced?

The Joker

You appear to be a little confused in what you are trying to say. I think you mean you watched a TV programme on which the new CD-32 was featured. When did you last interview your microwave? You go on to ask if the games are going to be more advanced, but the same!? Sorry Joker, but it just had to be pointed out.

The answer to your question is that there's a new CD-ROM machine on the market called the CD-32. It's been bundled with two games, Diggers and Oscars. The quality of these games is not much better than your average cartridge game, but there are other titles arriving on the market. As is so often the case there appear to have been a lot of false promises made by Commodore, but Sega has very little to worry about.



JONATHON O'NEIL

MONEY PROBLEMS

SegaPro I need your help! I would like to buy *Monopoly* for the Mega Drive, but it is only available on import. I'm having trouble getting hold of a copy and I would really like to know where to find one. I would be eternally grateful if you could help me.

Adrian Norsworthy

It's your lucky day Adrian! After one or two phone calls we found a local importer, Game Master, has a copy for sale. It's been put by for you so give them a call on (0202) 549721 and they'll be more than happy to send you the game.

SEEN THE LIGHT

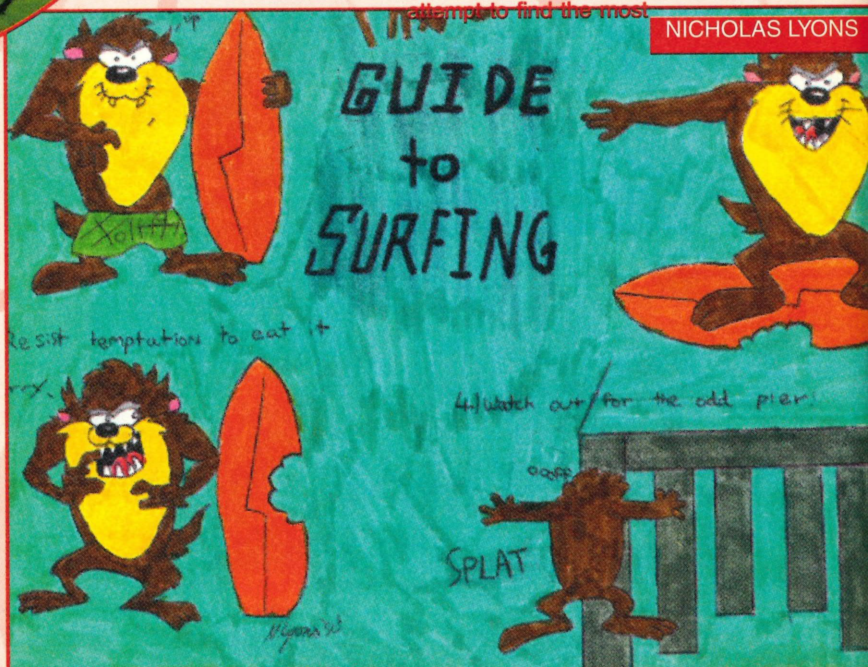
For a long time now I have been buying other quality video game magazines. Two months ago I bought a copy of SegaPro and was amazed, almost angry that I'd been wasting my hard earned dosh on these other mags. Your mag is very good. Who cares if you are a few pages shorter and the price is higher (it's not, I tell you!).

I was very pleased with your mag and think that all your free gifts are the baddest (meaning best, I hope) and you give top quality information. Keep up the god work on what's the best Sega mag in the shops.

Ali K, Brent

So you've seen the light at long last. As you have stated, SegaPro is the best console magazine on the market and provides its readers with the latest and most accurate information.

Well, that's about it for another month. Once again, it's time to start from the top of the mountain of post and suffer numerous paper cuts in an attempt to find the most



NICHOLAS LYONS

NEXT MONTH IN

SEGA PRO

THAT part of the year is nearly upon us again... a time when cries of terror rise up over the land as parents get their latest bank statements and howls of horror cut through the Christmas turkey as kids discover their mums got them *Chester Cheetah* instead of *Street Fighter II.*

Don't let it happen to you.

Buy the Christmas Special edition of SegaPro instead and save yourself all that misery - because we'll be looking at ANYTHING AND EVERYTHING you'll be persuaded to buy over the next couple of months; Which joystick is the best, is the Game Gear or Mega CD worth it, why have Sega brought out the Mega CD 2 - it'll all be in next month's SegaPro!

And in case that isn't enough for you, look out for the first decent guide to *Street Fighter II: Champion Edition* which actually tells you what you need to know, the rest of the solution to *Aladdin* AND exclusive reviews of *Dragon's Revenge* and *Dragon's Lair*! Not only that but *Virtual Pinball, FIFA International Soccer* and *Lotus II* too!

Really, why bother with any other mag?

SEGA PRO

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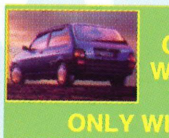
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